

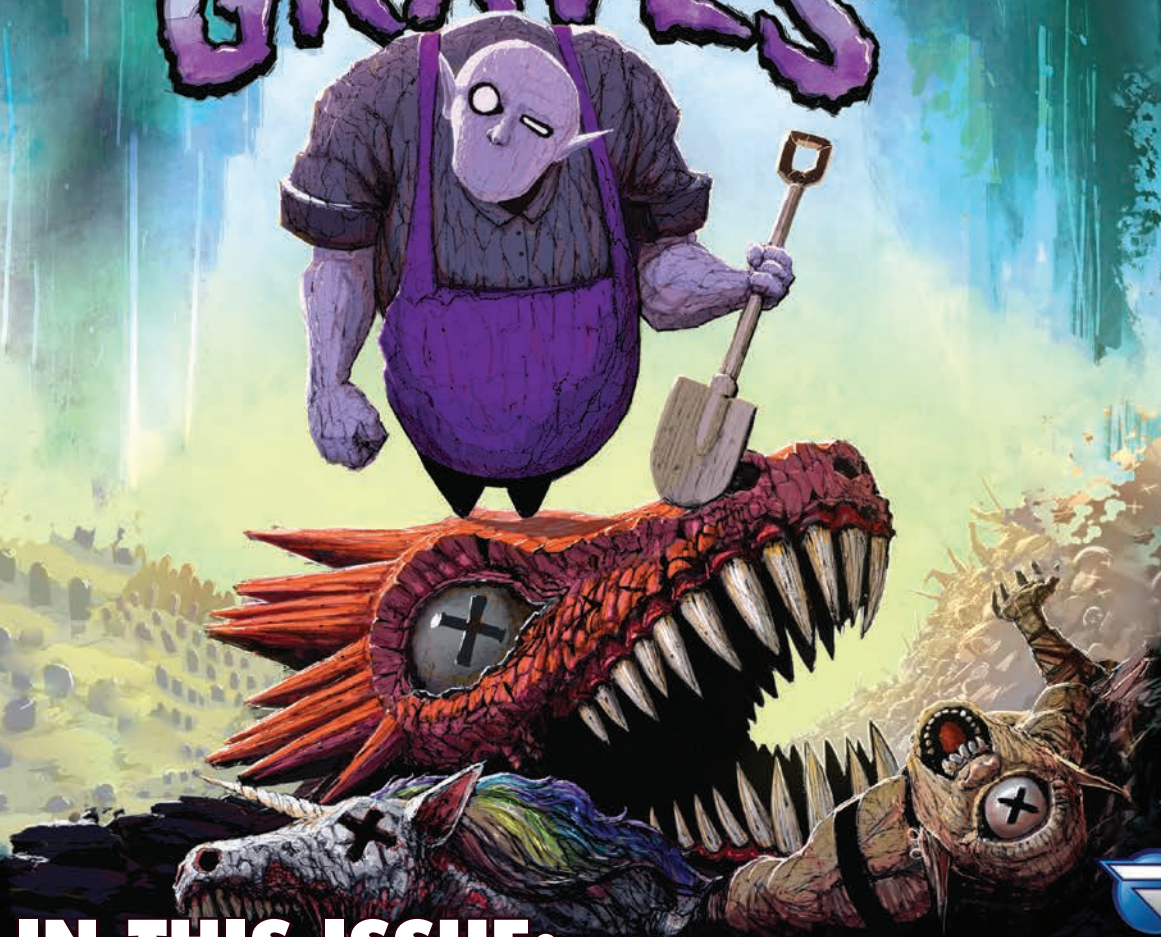
ISSUE NO.
239
JANUARY
FEB/MAR PRE-ORDER

GTM

GAME TRADE MAGAZINE



GLOOMY GRAVES



\$3.99 US

\$3.72 CAN

32001



PRINTED IN CANADA

IN THIS ISSUE:

- MARVEL COMICS' FIRST FAMILY RETURNS TO THE TABLETOP WITH THE RELEASE OF THE NEWEST MARVEL *HEROCLIX* STARTER FROM WIZKIDS — *FANTASTIC FOUR COSMIC CLASH!*
- SECRET CONSPIRACIES ARE EVERYWHERE! CAN YOU TAKE CONTROL IN STEVE JACKSON GAMES' CLASSIC CONTEST OF CONSPIRACIES, *THE ILLUMINATI BUNDLE?*



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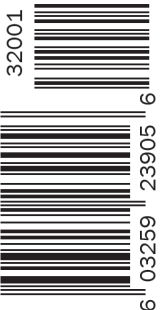
GAME TRADE MAGAZINE



The Fox in the Forest Duet



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COVER STORIES



Fox in the Forest Duet

Work together to play tricks and move through the forest. Win as a team in this cooperative trick-taking game for two players, but be careful to stay on the path and not get lost in the forest!

by Renegade Game Studios

10



Gloomy Graves

In *Gloomy Graves*, you work as a gravedigger in a dark fantasy world where epic battles rage continuously. The corpses of pixies, goblins, unicorns, cyclops, and dragons have begun to pile up, so you've got your work cut out for you!

by Renegade Game Studios

12

FEATURES



Marvel HeroClix: Fantastic Four Cosmic Clash Starter Set

Bah, Richards! The villainous Doctor Doom returns to battle the Fantastic Four! Check out this exclusive sneak-peek at the *Marvel HeroClix: Fantastic Four Cosmic Clash* starter coming soon to your FLGS.

by WizKids/NECA

18



Illuminati Bundle

In *Illuminati*, you increase your wealth and power to take over the world until only YOU reign supreme. Do you have what it takes, or will paranoia reign? Remember, conspiracies are all around you.

by Steve Jackson

24

GAMES

29



EXCLUSIVES



PHLM Episode 19 - Highlighting: Drybrushing

by Dave Taylor

68

COMIC STRIP



Dork Tower

by John Kovalic

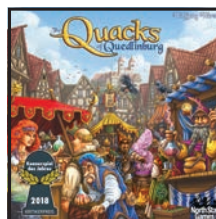
06



The Great GTM Giveaway: New Year's Edition!

80

REVIEWS



The Quacks of Quedlinburg from North Star Games

Reviewed by Eric Steiger

70

Imhotep: The Duel from Thames & Kosmos

Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

72

Clip Cut Parks from Renegade Game Studios

Reviewed by John Kaufeld

74

Ramen Fury from Asmodee Editions

Reviewed by Brian Herman

76

Marvel: Crisis Protocol - Core Set from Asmodee Editions

Reviewed by Thomas Riccardi

78

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PREVIEWS



Fallout Shelter: The Board Game
by Fantasy Flight Games

14



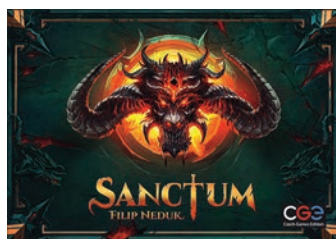
Marco Polo II: In The Service Of The Khan
by Z-Man Games

16



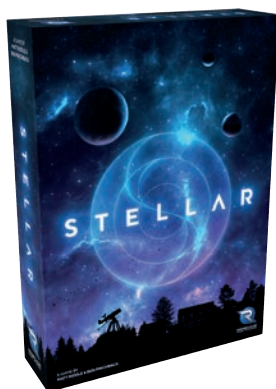
Using Game Elements To Your Advantage In 8 Bit Attack
by Sandy Petersen

22



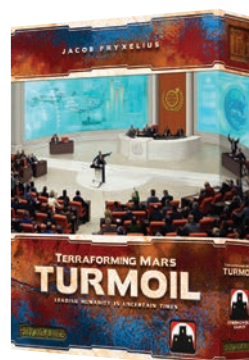
Sanctum
by Czech Games Edition

26



Small Box Fun
by Renegade Game Studios

54



Return To Mars In Terraforming Mars: Turmoil
by Stronghold Games

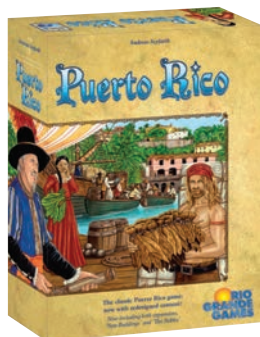
58



The Deadlies
by Curt Covert

60

SPOTLIGHTS



Visit Puerto Rico Again
by Rio Grande Games

28



The Narrative Tabletop Journey
by Chris Birch

62



Searching For Similarities
by Luma Imports

66

DESIGNER DIARIES



Thematic Elegance
by Curt Covert

20



Anatomy Of A Game Design
by Maxime Rambourg

56

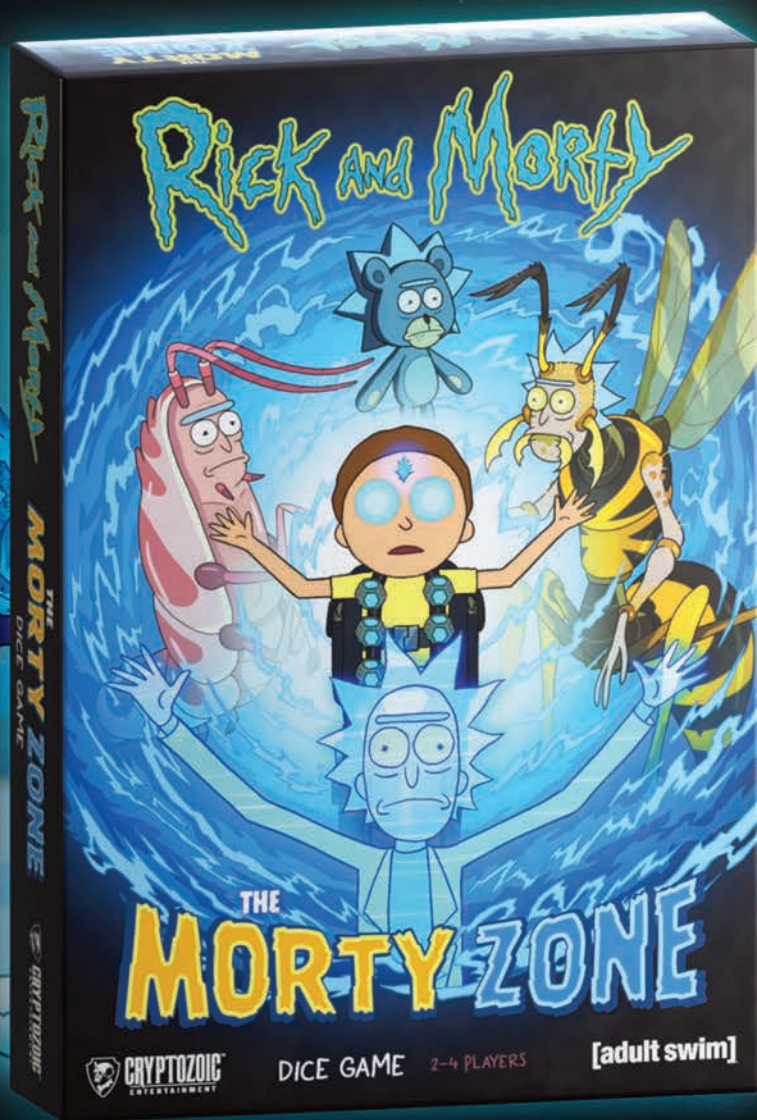


Localization: Bringing Japanese Games To The Western World
by Eric Price

64

Rick and Morty

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- Fast-paced roll-and-write dice game
- Simultaneous play: after rolling dice, all players check off numbers on their dry-erase boards at the same time!
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- MSRP: \$25

Oh boy, you've done it now. You grabbed a death crystal and can see all of your potential fates.

Everything you do from now on could lead to a different end, but how do you get to your best death? It's gonna take a combination of Luck and strategy to get there. Roll the dice, choose a path, and awaaaaay we go!



15+



15-20
MINUTES



2-4

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CRYPTOZOIC
ENTERTAINMENT

Happy New Year, Dear Readers!

You may have noticed we've made some changes to the cover of this issue — that's right, 2020 marks the 20th anniversary of *Game Trade Magazine*!

Looking back upon the last two decades, *GTM* has grown a lot and there have definitely been many changes; here in the ol' Bullpen, we like to believe that the magazine's transformation over the years is reflective to how our industry has similarly changed, and we're so very thrilled to have played our part.

There are more games and publishers than ever before — it truly is a Golden age of Gaming, and we at *GTM* are totally here for it. Sometimes, I can scarcely believe the options and sheer magnitude of what the gaming industry can provide today — it's a far cry from the halcyon days of my youth, where there were fewer alternatives to Parker Brothers or Milton Bradley for game night!

But one thing remains unchanged — *GTM* is committed to bringing **you** the latest in new product information, awesome articles direct from your favorite publishers, reviews from gamers just like you, exciting exclusives, and more.

Indeed, as we embark into 2020 with this inaugural issue, the *GTM* Bullpen is looking forward to celebrating our 20th anniversary year with every issue, in ways both large and small. We've a few surprises planned for this year, and we hope you will join us for all the fun!

And speaking of fun, we're happy to kick off our 20th anniversary celebration with not one, but two covers from Renegade Game Studios! As we worked on this issue, our friends at Renegade couldn't decide between *Gloomy Graves* and *The Fox in the Forest Duet*, and — to be fair — after seeing the art for ourselves, we'd have a challenging time picking just one as well!

But no matter which cover you have, every copy of this issue will include the cover articles for both games, so be sure to check those out!

We've also got some exciting news for *HeroClix* fans — the *Fantastic Four* has returned! Our friends at WizKids give us an exclusive look at two of the figures in their all-new starter in this issue as well.

And if secret societies and conspiracies are more your bag, well, you're in luck because Steve Jackson himself talks about the *Illuminati Bundle Box*, and the invisible battles for world domination all around us!

All this and more. Welcome to our 20th anniversary, dear readers, it's going to be a great year.

Game on,

JG



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GTM

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Life is a winding road. In **Inner Compass**, play as one of four characters searching for meaning in their everyday lives. Make the right choices, experience the full spectrum of emotions, and ultimately find your own inner compass.

COMING MARCH 2020



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

GTM
GAME TRADE MAGAZINE #240
GTM contains articles on gameplay, reviews, game related fiction, and will contain games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 240... \$3.99

ADAM'S APPLE GAMES

SWORDCRAFTERS: EXPANDED
The enemies are growing stronger and the King has called you to craft an enhanced sword of protection using Sword Rules, Sword Mastery, and Sword Tips. Contains three modules to use and teach with these Swordcrafters for amazing replay value.
AAG 1321... \$20.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

TINY TOWNS: FORTUNE
In Tiny Towns: Fortune, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity, comes wealth and fortune, along with the ability to create in new and exciting ways! Tiny Towns: Fortune introduces a new game, along with new buildings, featuring new shape combinations and abilities. The buildings you use and interact with your coins in ways that create exciting strategic combinations. All of these are completely compatible with the previous Tiny Towns buildings and the coin system is easy for any player to pick up and add to their strategies!
AEG 7072... \$29.99

ANVIL & GAMES

ETHERIUM: THE ROLEPLAYING GAME
The Etherium Roleplaying Game opens Anvil & Games' miniature, dexterity game to a whole new virtual frontier with a full release you can use to enter the Etherium Nexus as a character of your own creation. Take a deep dive into this dystopian cyberpunk future, a game with an innovative dice mechanic that simulates the limitless possibilities of the Etherium digital metaverse. Your body may be trapped in a desktop, but playing the Etherium Roleplaying Game will transport your character to a brilliant new digital dimension. Scheduled to ship in December 2019.
ABG APG00... \$50.00

ARCANE TIMMEN

DRAGON SHIELDS: (100)
Scheduled to ship in January 2020.

BRUSHED ART SLEEVES - LANE THUNDERHOOF COAT OF ARMS
ATH 12042... \$12.49

BRUSHED ART SLEEVES - LANE THUNDERHOOF PORTRAIT
ATH 12044... \$12.49

BRUSHED ART SLEEVES - SATURN COAT OF ARMS
ATH 12038... \$12.49

MATTE ART SLEEVES - SATURN PORTRAIT
ATH 12034... \$12.49

ARC DREAM PUBLISHING

DELTA GREEN RPG: EX OBLIVION
The past is bloody, technology still lingers. Something evil has stirred in a tiny desert town. A grotesque crime down Delta Green to the haunted desert. Bodies have been brutally mutilated. Every word turned into the shrill wail of the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME! THANDLER SEA TO THE SEA. Scheduled to ship in December 2019.
APU 8138... \$14.99

ARES GAMES

THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION
In Days of the Siege players are engulfed in an open conflict happening inside the city. The days of siege are over, but have decided to infiltrate Pogroms and engage the occupying forces in the last desperate attempt to take over the city. During three intense acts of the campaign players will have to find a way not only to survive, but also to handle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new locations will enrich every Scenario and Campaign from the base game. Scheduled to ship in January 2020.
AGS ETHW03... \$49.90

THE ARMY PAINTER

SPOTLIGHT ON

WET PALETTE
The best wet palette there is - superior quality and custom designed to keep your wargames preserved perfectly smooth and creamy! The Wet Palette comes with 2 sheets of hydro foam and 20 hydro sheets. Special sewer layer design can hold up to 6 Wargamer brushes and 10 Hobby brushes from The Army Painter range.
TAP TL5051... \$24.99

ASMODEE EDITIONS

FEATURED ITEM

15 MEN
In 15 Men (on a dead man's chest), a group of dangerous old sea dogs will dispute control of a sea vessel and its precious treasure. Who will win out in the end? The brave captain and his faithful companion, or the mutineers? Scheduled to ship in October 2019.
ASM PG505... \$29.99

FEATURED ITEM

7 WONDERS: WONDER PACK EXPANSION
The 7 Wonders Wonder Pack introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Monks of Pi.
ASM SEV14... \$14.99

FEATURED ITEM

BABY IQ
Baby IQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.
ASM HEB918... \$19.99

FEATURED ITEM

BANDIDO
A high-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.
ASM HEB908... \$12.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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The Fox in the Forest Duet

The Evolved Cooperative Sequel to Bestselling The Fox In The Forest

THE FOX IN THE FOREST DUET

RGS 02048 \$15.00 | Available January 2020!

The Fox In The Forest is a much-beloved trick-taking game: climbing to the top of BoardGameGeek's ranks for the trick-taking genre, and becoming a classic hobby game in its own right. It's the perfect game to play when introducing classic gamers familiar with trick-taking games like Euchre, Hearts, and Bridge to modern hobby games that integrate theme, original art and mechanical twists to games. *The Fox In The Forest* brings a number of these twists to the table, the most notable being that this is a game designed solely for 2 players, distinguishing it in the trick-taking genre.

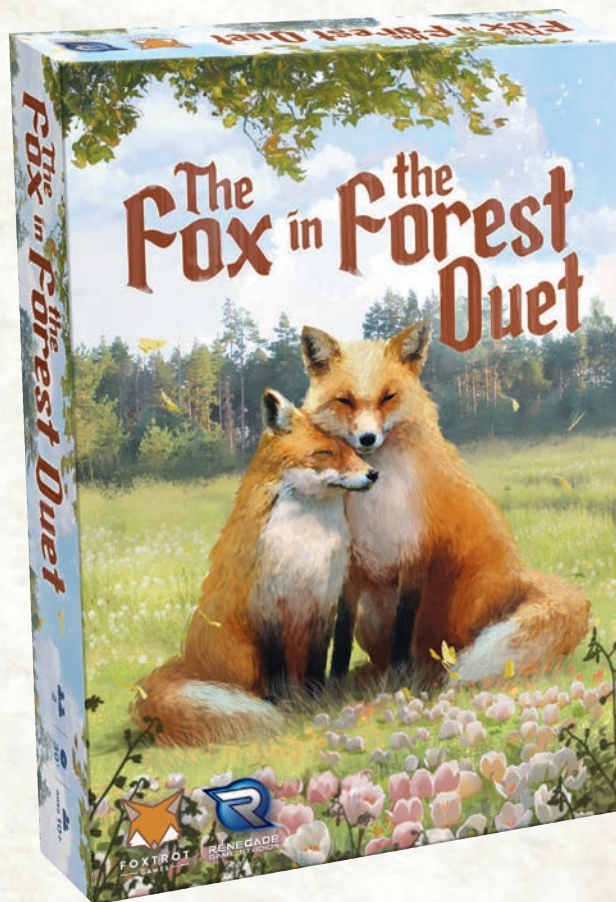
In *The Fox In the Forest*, two players face off trying to win tricks against each other over multiple rounds. Players score points during the round by winning tricks containing specific cards and at the end of the round based on the number of tricks they've won. The player with the most points at the end of the game wins.

When you combine that 2-player twist with it's beautiful fairytale-inspired art, card effects that manipulate traditional trick-taking gameplay, and a scoring system that rewards players who are able to win and lose tricks for optimal scoring, it builds on the pillars of familiar mechanics to stand on its own as a unique game that lends itself as a modern hobby classic.

Building on those unique gaming twists is *The Fox In The Forest Duet*: another small-box game that twists the trick-taking genre with one more distinguishing design element — **cooperative play**.

Gameplay consists of rounds, with each round comprising a series of eleven turns — the tricks. During each trick, one player will lead, and the other will follow. Based on the suits and ranks of the two played cards, one player will win the trick. The game has a small board that tracks the team's position on the forest path. After the trick has been played, the team tracker will move along the forest path (represented as a token on the game board) based on the combined movement values of the two played cards. If you can collect all of the gems, you have a guaranteed win, but if you get to the end of the third round, or the team marker reaches the end of the track too many times, you are now adrift in the forest and have lost the game. This gameplay creates a push-pull element to the trick-taking series, where you and your partner must hypothesize the others' hand of cards and anticipate their intended play, while being blind to the cards they hold.

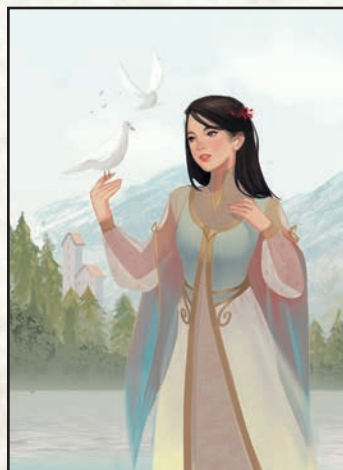
The premise is beautiful: the two players proverbially dance together in the forest while collecting gems along a forest path. They must work together to collect all the gems without running out of time, or getting lost in the forest. The player who wins the trick leads this



little dance, and as such the token journeys along the path towards that player on the game board. The cards also feature fox paw prints, which indicate how far along the path the pair journeys. In union, the pair must journey back and forth along the path and collect the gems they seek.

On their journey along the forest path they may find the aid of a musician who may change the direction of their journey, use the mischievous' fox ability to change the decree card, stumble up on a gazelle who may hinder some or all of their movement, exchange gifts with their partner (in the form of a card) and even come across a royal heir, whose assent empowers your teammate to play cards out of suit of the lead card.

Much like the original *Fox In the Forest's* cards, these abilities are powerful tools that empower players to navigate along the forest path and collect the gems they seek. FoxTrot Games' development team





designed a system that not only feels as immersive and familiar to fans of the original *The Fox In the Forest*, but also is accessible to any gamer familiar with trick-taking games. While simple to learn, this is a game that is immensely re-playable: anticipating your partner's hand, figuring out how to best balance the movement on the cards, and the best time to play cards abilities while working towards the same goal is both rewarding and challenging.

The tension of the game is derived from whether or not you and your partner are in sync, and that your partner actually has the card you think (or perhaps, hope) they do. Playing with a new partner or playing with a higher difficulty level (there are 3 in the rulebook available as partners grow more masterful in the game) keeps the game feeling fresh, tense, and compelling. Furthermore, because victory in the game is a shared experience, it's a rewarding one as well. Even if you don't ultimately succeed, the quick setup and



gameplay makes it easy enough to reset and try again, as *The Fox in the Forest Duet* play time is 30 minutes, like its predecessor.

Layered upon this incredible design is stunning art. Artist Roanna Peroz's encapsulates the whimsy and beauty of the fairytale forest. With this art, it's easy to imagine yourself being enraptured by the beautiful lullaby of the musicians playing for the forest trees, mountain cliffs, and climbing flowers or perhaps stumbling upon the heir to the throne

escaping the burdens of their position with a stroll through the forest. There's a beautiful story in every piece of art in this game, and it might be as easy to get lost in them as it is to lose yourself in the forest beyond the path. Speaking of story, a fairytale-themed game wouldn't be complete without its own fairytale story. Both *The Fox In The Forest* and *The Fox in the Forest Duet* have beautiful fairytales to tell at bedtime for younger gamers (both games are aged for gamers 10+, but the stories can be shared for those of all ages.) You can read the stories by visiting Foxtrot Games' website online.

All told, *The Fox In the Forest Duet* has all the hallmarks of being another classic modern hobby game: accessible as a gateway game, portable and playable wherever you may journey (including forest paths), and a delightfully whimsical theme.

...

The Fox In the Forest is available now and The Fox In the Forest Duet will be available in January at your friendly local game store, each with an MSRP of \$15.00.



GLOOMY GRAVES

JEFFREY D. ALLERS' NEWEST GAME BLENDS COMPELLING DESIGN WITH A WHIMSICAL AND MACABRE THEME



GLOOMY GRAVES

RGS 02061 \$20.00 | Available February 2020!

Small box games are always more than they appear: not only packing hours of delightful gameplay into a compact package, but also a lot of thoughtful design, beautiful art, and great value resides in the box. Jeffrey D. Allers' newest game, *Gloomy Graves*, is no exception. *Gloomy Graves* is a game that tells you on its cover that within this box, *thar be dragons* (but it's okay, because they're dead).

At its heart, *Gloomy Graves* is a card/tile laying game, with domino-style cards that are placed for scoring. The game is played in a series of rounds: In every round, each player takes a single turn, beginning with the start player and proceeding in clockwise order. On their turn, players carry out these three steps, in order: bury corpses, score graves (if they so choose), and draw cards. Once they have done so, their turn ends, and the next player's turn begins. Each player adds together the point values of all the score cards they have, then adds bonus points based on how many different score cards they have at the end of the game.

In that description, the game sounds and feels familiar, and in some ways it is. It is straightforward enough to pick up, learn and play, but there's a lot to this game, its mechanical design, and its art design that is delightful, interesting, and compelling for gamers. And there are, of course, also a lot of corpses. So very many corpses.

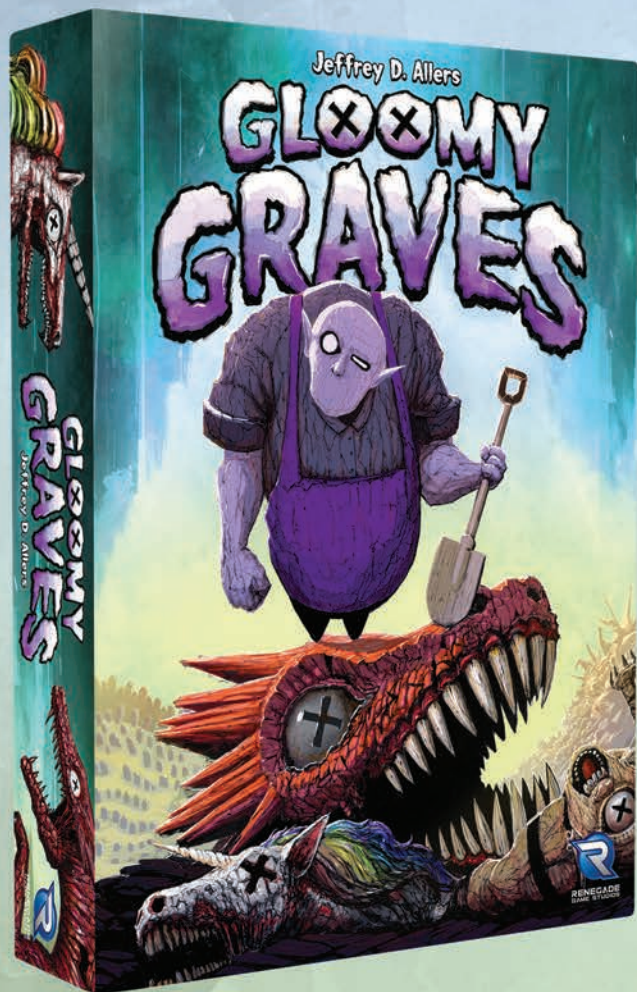
The game lifts elements from Allers' previous designs which includes tile/card laying, as the design originally published in Poland as a farming game, *Rolnicy* (a follow up to another tile-laying, farm-themed Polish game, *Heartland*). As a publisher, most of our team really enjoys wheat and potatoes (in the form of bread and potato chips especially) but they bring us to the table to want to eat, and not necessarily play. As Renegade Game Studios' Senior Game Producer, Dan Bojanowski explains, "While we love the gameplay of *Rolnicy*, we didn't feel that our fans were looking for another farming game."

Before ultimately landing on the fantasy gravedigger, we looked at several theme options: there was the bakery theme (that included donuts, bagels, and rolls which ended up with the Renegade Game Studios creative team ultimately craving lots of carbs), the sea life and coral reef theme (where the creative team may or may not have gone out for sushi after discussing the possibility), and a candy cart theme. After a brief break for snacks, Dan threw out an interesting theme idea that we were proverbially hungry (and thankfully not literally hungry) to explore further: the fantasy graveyard.

"We thought it would be interesting to set this game in that gravedigger's reality — his day to day life of burying corpses," Dan explains. Instead of epic fantasy wars filled with magic missiles and fire-breathing creatures, the idea of being left to clean up the mess was one that seemed novel and delightful. It also gave us the opportunity to thematically explore art that was dark and whimsical but not bloody and gory.

When the team started looking into what the art of the game could look like and stumbled upon David Szilagy's





"Creepy Pokémon" series, we knew this was *definitely* the direction and the artist who could bring balance the macabre with the playful to strike the right thematic tone for the art. Renegade Game Studios' Creative Director, Anita Osburn described what drew us to David's art style: "His pen and ink style is very different than anything else we have used so I was very excited to introduce his edgy style to the Renegade line-up. David has amazing line work with some very funny humor." There's something to be said about creatures that never existed being illustrated as deposed so humorously that delighted us as gamers. It's the reason we thought other gamers might also find the humor and delight of the art and theme. The ludicrous juxtaposition between the epic fantasy battles with mystical creatures we, as fans/geeks/gamers all have read, watched, played in, or even just imagined, and the dose of what the practical reality of that universe would entail (in this case, a poor group of gravediggers trying to deal with the piling up corpses from the aforementioned battles) was a novel game theme. The art is unexpectedly charming. As Anita describes her favorite piece: "The stiffness of the unicorn corpses mixed with the rainbow manes are great. I can't help to laugh."



Juxtaposition is an element present in the gameplay as well and presents itself with the strategic choices offered to gamers with tension being derived from the opposing choices players are faced with. When laying out the cards, players have two areas they must place their cards: the Private Crypt, where only they can place cards and can never exceed 3 squares in width or height, and the Communal Graveyard, where everyone plays cards into and that grows by exactly one square each turn.

Each turn as a player, you must play two cards — one to each aforementioned section. Your goal is to maximize your sections to score points and simultaneously take scoring opportunities away from your opponents with clever and strategic plays. As Dan describes, "One of my favorite things about the game is that there are two different places to place these cards — each with different placement rules. It's a really fun puzzle."

Additionally, there are different types of corpses you may score on, but you may only score on a corpse type once during the game: determining when to score on a particular corpse type, knowing that doing so starts to limit your options later on in the game.

Other choices are equally meaningful: do you play a better card to score more points to the Communal Graveyard, thereby giving another opponent the opportunity to also score more? Do you play a points denial game, where you modestly score on your own points within your Private Crypt, hoping for end-of-game bonuses but actively undermine any opportunity to score big points in the Communal Graveyard (even at the expense of your own potential score). Do you choose to score on a specific corpse type when it's safe, or do you push your luck and hope to score even more on your next turn, hoping your opponents don't stymie your plans?

A fantasy gravedigger's drudgery is a tactical gamer's delight: when you make your move you may not be 100% sure it's the right one, and that uncertainty means that you have to carefully weigh each choice.



Your approach may change turn by turn, and card by card. The meaningful options offered during gameplay means that a single strategy that carries the day in one game may not work the next, and that a varied and flexible strategic approach keeps every game feeling fresh and different. This small box contains a lot of re-playability and value. All of this: the humorously morbid art, the compelling gameplay, and the accessible price point all come together in *Gloomy Graves* that we're excited to bring to gamers. Grab a copy and experience the game's charm for yourself!

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Gloomy Graves plays 2-4 gravediggers aged 14+ in 30-45 minutes and will be available at your friendly local game store for an MSRP of \$20 in February. Select stores will have *Gloomy Graves* for early release in January, so ask your store if they'll be taking part!

Fallout Shelter

THE BOARD GAME

Fallout Shelter: The Board Game

ZX06 | \$39.95 | Available 1st Quarter 2020

The bombs have fallen, but under 2,000 feet of bedrock your Vault-Tec vault is a thriving and joyous community—at least until the untimely death of your overseer. Now, it's up to you and your fellow officers to keep your vault dwellers safe, productive, and happy. Compete with the other players to see who can inspire the most happiness and be elected as the new overseer!

Fantasy Flight Games is extremely proud to announce *Fallout® Shelter: The Board Game*, a post-nuclear survival game for two to four players based on the hit mobile game from Bethesda Softworks! *Fallout Shelter* sees you, as an officer of an official underground Vault-Tec Vault, overseeing a group of dwellers trying to build a better future in a post-nuclear world.

BUILDING A BRIGHTER FUTURE

Every turn, each player will have an opportunity to assign their small group of workers to daily tasks throughout the vault. This might mean

gathering food in the garden or collecting clean water at a treatment facility. These tasks are practical and give you the resources you need to expand your very own level of the vault with new rooms. However, you'll have to balance sending your dwellers on practical tasks and giving them some rest and relaxation to generate happiness. After all, whoever has the most happiness at the end of the game is sure to win the vote for the new overseer!

You'll also have to consider the other officers in the vault. Each room only has space for two dwellers, and you'll be competing with the other players to make sure your dwellers are placed in the optimal spaces for their daily tasks. Some spaces will also require you to spend resources before placing a dweller there, forcing you to invest in their future.

While the start of the game sees you controlling only two dwellers, with careful planning, that number can grow to seven. The more dwellers you have to guide, the more resources you can gain and the more happiness you can spread! Your dwellers can even be trained in various S.P.E.C.I.A.L stats, making them even more efficient at their daily tasks.





While the resources you gather can help you place your dwellers on certain spaces, they can also be used to build new rooms on your level of the vault. These rooms expand your dwellers' options and happiness as you deck out your vault with new game rooms, living quarters, power plants, and more! The officer with the coolest vault level is sure to have an edge in the upcoming election.

THE WASTELAND AWAITS

But running a vault isn't all fun and games—after all the dwellers are placed for a turn, the officers will have to deal with threats popping up all over the vault! These emergencies can include everything from a fire to a radroach infestation seeking shelter from the Wasteland in your vault! Some brave dwellers will eventually have to deal with these threats, whether it's using up your water to put out a fire or doing battle with a Super Mutant in the game room!

Your dwellers can even venture out into the Wasteland themselves in search of items and supplies! Maybe they'll return with some new nightwear sure to make them the talk of the vault,

or maybe they'll find a stray missile launcher, perfect for taking down any pesky intruders!

Remember, all of this is in search of a brighter future, a future that sees you as the overseer of your very own vault!

FIND YOUR HAPPINESS

With the Wasteland above you, the future of your vault dwellers lies underground. Can you bring the most happiness to your dwellers and become the next overseer? Find out when *Fallout Shelter* releases in the first quarter of 2020!

**Bethesda**®

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Return to the Silk Road and Prove Your Skill as a Traveling Merchant

Marco Polo II: In the Service of the Khan | ZH006 | \$69.99 | Available Q1 2020

A New Voyage

Since its release in 2015, *The Voyages of Marco Polo* has been drawing players to the Silk Road to further Marco Polo's legacy as a renowned traveler and merchant. Now, return to the Mongol Empire in the khan's employ to continue that mission! While based on the original *Marco Polo* mechanics—placing dice, taking actions, and completing contracts—*Marco Polo II* is an epic standalone follow-up to the beloved *The Voyages of Marco Polo*, complete with new characters, components, actions and more.

Life on the Silk Road

In every game of *Marco Polo II*, players set out from Beijing to seek their fortune throughout the vast territory of the Great Khan. Like the original game, each turn involves placing dice to take actions, including acquiring goods and camels to pay costs and complete contracts, traveling from city to city establishing trading posts, and seeking the favor of the khan himself. But some new actions will vary, creating a whole new gameplay experience.

For instance, rather than the Grand Bazaar, players can use the action spaces on the Books to take offers of goods and camels. While some available offers will stay the same from round to round, some will reset with new offers, adding a level of variability that changes with the marketplace. Shrewd merchants will take advantage of offers while they can and be prepared to adapt to a new market landscape the next time they come seeking goods and camels.

Marco Polo II also introduces jade, a brand-new good that adds a layer of flexibility to players' mercantile pursuits. In addition to its usefulness for completing contracts, jade can be used in lieu of camels and coins to pay costs, such as those needed to travel around the board.

Indeed, travel will be even more lucrative for merchants in the game, as they will have to establish themselves in new cities to take contracts. While in *The Voyages of Marco Polo*, players could take contracts as a general action, in *Marco Polo II*, contracts

are tied to different cities throughout the Mongol Empire. In order to take a new one, players must have placed a trading post in a city that has contracts available. More trading posts around the

board is equally useful for using each city's special action space, so travel widely, just as Marco Polo would have done!

A Competitive Marketplace

While the Great Khan has sent these merchants on their missions, his aren't the only credentials that matter on the road. *Marco Polo II* also introduces guild seals, a new component important for both trade and travel.

There are four different guilds open to each player for membership: the farmer's, tailor's, spicer's, and jeweler's. Each player can only take one seal of each type, but once they have them, new avenues appear. Certain routes through the empire will require specific guild seals for a merchant to take that path, making them a lucrative investment for more exclusive trading opportunities. Guild seals can also be upgraded for additional round bonuses and end-game points, so they should be of weighty consideration for the enterprising merchant.

But for those merchants not yet established, there are still options. While players must establish trading posts in most cities on the board to use those locations' action spaces, a new feature of *Marco Polo II* is that two city cards are available to use without having placed any trading posts. They change from round to round and can be a useful option for players who have yet to venture very far from Beijing.

With new and changing options for actions in any given round, there are ample opportunities for meaningful choices.

That said, players will have to move decisively to take advantages of certain actions, because some spaces are limited. Once a player

has placed a die on a spot, no one else can use it, so be sure to act quickly to successfully execute your plans.

And, when it comes to the weighing of your success, final scoring works a little differently. Players have one goal card instead of two, and they must take account of their guild seals and rewards for visiting different cities, among other criteria. Only the most acclaimed merchant will win!

How will you write your legacy of wealth and fame? Embark on a new voyage when *Marco Polo II: In the Service of the Khan* releases in 2020.

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ARE **HEROCLIX** PLAYERS READY TO EXPERIENCE THE *Fantastic*?

WIZKIDS

MARVEL HEROCLIX: FANTASTIC FOUR COSMIC CLASH STARTER SET (6-FIGURE STARTER SET)

WZK 73962..... \$34.99 | Available Q1 2020!

Releasing in early 2020, the new *Marvel HeroClix: Fantastic Four Cosmic Clash* starter set features the return of Marvel's First Family to HeroClix for the first time since 2012!

This starter set features fan-favorite characters Mr. Fantastic, The Thing, the Human Torch, Invisible Woman, the Silver Surfer, and Dr. Doom. If your store doesn't already have a *HeroClix* community — that's okay! This starter set's packaging is intended to merchandise side-by-side with *HeroClix* or board games. Players can enjoy head-to-head play with the standard *HeroClix* rules or scenarios, as well as *HeroClix* play for 3 or 4 players!

Included in the starter are six characters with their character cards, as well as dice featuring the Fantastic Four logo, four full color maps, a Powers & Abilities cards, the *HeroClix* core rulebook, and Campaign rules. The four maps are utilized in Campaign play and feature iconic locations like Castle Doom and Reed's lab.

Players will be able to play using the Fantastic Four against Doctor Doom, the FF against Doom against the Silver Surfer, or with a handful of other options to help keep the game fresh! Future scenarios in the campaign will be impacted by how your team fares in the current one, granting a ton of replay value.

Not only are the sculpts in this Starter Set brand new, they're better than ever! With dynamic poses and awesome detail, these belong in every *HeroClix* collection. If you're a Fantastic Four fan, they can't be missed! Furthermore, each dial features multiple starting lines and point values, making sure that if you want to fit them into your *HeroClix* strategy you'll have a ton of flexibility. Let's take a quick look at two of the iconic characters included in this set - the Invisible Woman and Dr. Doom!

First up, Sue Storm — a.k.a. The Invisible Woman — can be played at either a point value of 100 or 75 points, making her a versatile addition to teams of any point configuration. She has a trait called Hide and Seek which allows her to choose one of the following

as a free action: Either opposing characters can't target Sue unless they start their turn within three squares of her, or, terrain markers are considered clear terrain this turn for line of fire purposes this turn if Invisible Woman is within 4 squares of them. Sporting special defense powers, a STOP click, and high stats across the board, Invisible Woman is a great piece for defensive purposes. You may surprise opponents if you decide to pivot with her — she'll be able to reposition deftly with Sidestep and make some long-range multi-target attacks. Whether you're ahead or behind, she'll be a great resource!

DR. DOOM™
Cabal, Luminar, Arcane, Cosmic, Mystical, Politician
REAL NAME: VICTOR VON DOOM

ONLY DOOM IS FIT TO RULE Leadership, but instead removes the action token from himself. When Dr. Doom uses it and succeeds, until your next turn he has **IMPROVED TARGETING** and **PROTECTED**: Mind Control, Outwit. // Other powers and abilities can't remove action tokens from Dr. Doom.

PHOTON ARRAY Energy Explosion // When Dr. Doom lets with a ranged attack, other resolutions give each character on action token. If you can't, deny that character 1 point of damage.

YOU HAVE ANGERED DOOM! STOP: Toughness When Dr. Doom is targeted by an attack, you may choose a standard defense power that you haven't chosen this turn. Dr. Doom can use that power for this attack.

FEW MEN ARE AS SUBTLE AS DR. DOOM Outwit, FREE: Choose an opposing character of lower points with 4 squares and line of fire and a power (standard or special) they can use. The chosen character can't use that power until your next turn.

WHY DO YOU RUN, REAR-END? (Deny/Target/Phyke Blast)
WHY PROTECT YOUR OWN? (Deny/Target/Phyke Blast)
THE DOOM LIES A PASSIONATE STRONG SUPPORTER (Deny/Target/Phyke Blast)
YOU ARE NOTHING TO DOOM! (Phyke Blast)
RAH...BOOOO! (Deny/Target/Phyke Blast)
YOUR SMALL STRENGTH (Deny/Target/Phyke Blast)
YOUR ARRANGANCE SHALL BE YOUR DOWNFALL (Deny/Target/Phyke Blast)
BUT THAT HE WIKES IT! (Deny/Target/Phyke Blast)
FAILURE IS BENEATH DOOM! (Deny/Target/Phyke Blast)
DOOM HAS LEFT NOTHING TO CHANCE! (Deny/Target/Phyke Blast)
DOOM HAS ALWAYS BEEN YOUR BETTER! (Deny/Target/Phyke Blast)

POINT VALUE: 300/200/100

Team Ability: MINIONS OF DOOM When this character KO's a standard opposing character, after resolutions head 1 click on a friendly character using this team ability.

SIGNIFICANT APPEARANCE: FANTASTIC FOUR #57 (1966)

12	11	10	9	8	7	6	5	4	3	2	1
12	11	10	9	8	7	6	5	4	3	2	1
12	11	10	9	8	7	6	5	4	3	2	1
12	11	10	9	8	7	6	5	4	3	2	1

POINT VALUE: 300/200/100

Dr. Doom, like every other character in this set, is a versatile character to have. For versatility, he can be played at a point value of 300, 200, or 100 points. At his full value, Dr. Doom has 11 clicks of life, making him an absolute powerhouse, while also hitting for over 5 clicks of damage at his top dial. He has an incredibly powerful trait granting him improved Leadership. Rather than removing an action token from an ally, he can remove one from himself. If he succeeds in using Leadership, he gains Improved Targeting - Ignores Hinder terrain - meaning that defensive bonuses and powers triggered by being in hinder terrain are effectively useless against him — but that's not all! He also gains Protected status against Mind Control and Outwit, meaning that those powers are useless against him for that turn. However, with that comes the side effect of other powers and

abilities not being able to remove action tokens from Dr. Doom. Dr. Doom can easily stand toe-to-toe against the toughest of teams and is an invaluable asset at any point value. No one rivals Doom!

The long-awaited return of the Fantastic Four to *HeroClix* is going to be a year-long event. First, *Marvel HeroClix: Fantastic Four Cosmic Clash* launches in early 2020 with this Starter Set. Later in the year, their expanded cast of characters will hit the tabletop with a *Booster Brick*, and soon after that — *The Search for Galactus!*



INVISIBLE WOMAN™
Fantastic Four, Lady Liberation, Celebrity, Scientist
REAL NAME: SUE STORM

HIDE AND SEEK FREE: Choose one: Until your next turn, opposing characters can't target Invisible Woman unless they began their turn within 3 squares of her or terrain markers are considered clear for line of fire this turn, if Invisible Woman is within 4 squares of them.

YOU'D BE SURPRISED WHAT LENGTHS I CAN GO WHEN PUSHED Barrier, Toughness, Willpower: When Invisible Woman uses Barrier, after resolutions you may knock back 2 squares any number of opposing characters adjacent to those markers.

JOHNNY, STAY WITH ME! STOP: but only if another friendly character with the Fantastic Four keyword is on the map. Shape Change.

WHY SHOULD I WAIT REMINDY? (Deny/Target/Phyke Blast)
YIELD POOR (Force Bleed)
FORCE RISKS (Tubularize)
DON'T LAY A HAND ON MY FAMILY (Snapshots)
PROTECTING MY FAMILY, NO MATTER WHAT (Deny/Target/Phyke Blast)
WE STAND TOGETHER (Support)
I'M PERFECTLY CAPABLE OF PROTECTING MYSELF (Shape Change)

Team Ability: FANTASTIC FOUR When this character is KO'd, after resolutions each other friendly character using this team ability heads 1 click.

POINT VALUE: 100/75

SIGNIFICANT APPEARANCE: FANTASTIC FOUR #285 (1982)

9	9	9	8	8	8	7	6	5	4	3	2	1
9	9	9	8	8	8	7	6	5	4	3	2	1
9	9	9	8	8	8	7	6	5	4	3	2	1
9	9	9	8	8	8	7	6	5	4	3	2	1

POINT VALUE: 100/75

The Clans War!



Legend of the Five Rings

THE CARD GAME

Declare your allegiance with *Clan War*, a new Premium Expansion for *Legend of the Five Rings: The Card Game*!

This expansion contains a total of 234 new cards and introduces two ways to bring multiplayer to the game. The Enlightenment format sees three players racing to claim all five elemental rings, while Team Conquest allows players to join up into two teams to break each others' strongholds. When the clans clash in open war, none can be victorious alone. Pick your side and engage in battle with *Clan War*!

L5C28 \$39.95



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THEMATIC ELEGANCE



Game designers approach the hard work of design in a number of ways according to the category of game and their personal style. While I personally have always enjoyed abstract strategy and euro style games, my first love and the focus of all my design energy has been heavily thematic games. Recently, I had the good fortune to sit on a panel with Julie Ahern, of Greenbrier Games, discussing this topic with designers at *Metatopia*, a Game Design Festival held in Morristown, NJ.

Intuitively, we all generally know a thematic game when we see one. But what is it that truly defines a game as being "Thematic"? Certainly, there are plenty of abstract games that have themes. Much of Santorini's recent charm comes from the whimsical Greek Gods on the cover and the beautifully crafted Greek buildings. Yet, it remains a classic abstract design. Euro-style games are also lightly draped in theme, but such themes tend to exert a weak influence on the game mechanics themselves, as they are far more focused on abstracted physical components and the elegant mathematical engines that underpin them.

A Thematic game, however, uses theme to drive the game experience itself. These games seek to bring drama to the game table, infusing a narrative arc into gameplay that can be compared to a book or movie, with rising and falling action — while you and the other players become the characters, making the decisions that will seal your fate. They immerse you in the world of the game and stir the imagination and a player's emotions. By contrast, the elegance of these designs is not mathematical at their core, but creative. The art of weaving the theme and mechanics tightly together, so as to evoke a feeling at the table, is what gives rise to the story its designer has crafted for you. Immersed in this style game, your focus shifts from moving cubes across a board to interacting with meaningful story elements. Losing a piece takes on a deeper resonance if, for example, you have instead lost an animal companion. You might even sacrifice a 'better move' strategically, to avoid sacrificing a token to which you've assigned meaning. Thematic games reward players through the story of the game and the relationships built between the players and characters of that story.

This is why I have long fought against the term, "Ameri-trash." Those who coined it did so, in large part, to portray the use of luck in a game as inferior, or to suggest that player interaction and conflict were less worthy than the decidedly more indirect player interactions of Euros. It isn't that Thematic games don't exhibit these things — many do. But the point is that these aspects serve a larger vision, the creation of drama — and in any drama there will be protagonist and antagonist, there will be conflict, there will be sudden turns of fortune. Importantly

though, when I walk away from the table, I won't talking about how I optimized my resources to gain more points and win the game. I'll be describing how I narrowly escaped against all odds, with the other players dogging my steps. And I wholeheartedly place both of those game experiences on an equal footing, different though they may be.

The challenge in creating a Thematic game is finding that perfect intersection between the mechanics and the narrative it must give rise

to. In *Cutthroat Caverns*, it was the creation of a series of 'honey traps'. If everyone worked together, they would all survive the dungeon together, without question. But tell players only *one* can win and build each Encounter to entice them to betray the party for some small personal gain, and you have built a reward system that damns everyone reliably, every game, as they seek the edge to win. The pieces come together differently every time. I won't know if they decide to work together just to stay alive on this encounter with SPITE. But I have perfectly scripted

and manipulated them with the reward systems so that any of the creatures might be the mountain they die on.

In designing Thematic games, you are looking for big payoff moments... escalating tension, surprising reveals, and creating them is more psychological than mathematical. Knowing what drives people is key. Understanding human nature and how to leverage behavior as a game mechanic can outweigh pure logic.

The best thematic games are crucibles, where we examine how we feel and behave in an imagined setting. Paramount to that experience is how we interact with each other. In the end, Thematic games come down to the relationships of the people and characters at the table, how they change and evolve, whether trust has been built or betrayed, whether we have risen to the occasion or fallen prey to the situation or our baser instincts. They are stories, that for a moment, take on their own reality, engaging us on a more visceral level.

So, the next time you sit down to a Thematic game, take a moment to see the art of the design. Note the particular feelings the designer hopes to elicit. Watch for the rising and falling action carefully constructed to take you on a journey. And know that delivering that experience consistently, with multiple possible outcomes, doesn't just happen. It's the elegance of the design.

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Curt Covert is the owner of Smirk & Dagger Games. A sixteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. His new line, Smirk & Laughter, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.





Blood & Plunder

28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

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USING GAME ELEMENTS TO YOUR ADVANTAGE IN

8-BIT ATTACK



PETERSEN GAMES

8 BIT ATTACK

PTG 8-BIT-ATTACK..... PI | Available March 2020!

8-Bit Attack by Petersen Games is a game of manic cooperative battle, inspired by the old side-scrolling console games we all loved. Each player controls a gallant 8-bit hero who, with his friends, must take out a series of mini-bosses.

Power-up your heroes until they're tough enough to take on the final boss — none other than Cthulhu himself! The five expansions to *8-Bit Attack* add new final bosses in their own way as tough as Cthulhu.

You'll need to apply both tactics and strategy as you work with your friends to defeat the fearsome foes. Three of the many game elements to assist with this are Ascension, Potions, and Runes.

A single Ascension is huge — you get an extra combat die, a new active ability, and a new passive ability. It's terrific. Of course, it costs 2 medals. My son Lincoln always goes for Ascensions first. I'm not sure agree with his theory here.



I really like getting the potion sets. With a full set of potions, a hero can survive 2-3 extra rounds with the health potion, fire off 1-2 extra abilities with the energy potion, and then survive another 4-5 rounds PLUS fire off more abilities with the resurrection potion.

I think it's better than an Ascension any day. Of course, it's just one-use, as opposed to the Ascension's permanent boost. Who's right, me or Link? Hard to say. I think my plan of getting the potions is better if you then use those potions to take on a significantly higher Assault. In effect you've then paid 1 medal (for the potions) to earn perhaps 3 more. Well worth it, if you can pull it off.

But let's talk Runes. Unlike an Ascension or set of potions, a single Rune won't change everything, but it certainly makes a difference. It's like an always-on buff in a sense. For example, look at this randomly drawn hero: Ava the Adventurous.



Her first Rune is HP+5. An extra 5 Hit Points typically lets her survive 2 more rounds of combat without needing a heal, depending on her enemies. She might last even longer against some foes. Two extra rounds mean two extra attacks for her, possibly enough to finish off an enemy or to get enough energy for another ability.



Her second Rune is two slow armor. This is even better than the extra Hit Points, but only if she is being targeted by the right enemy. The King in Yellow champion for instance, only inflicts fast hits, so her armor is useless. But the Hellhound champion inflicts 2 slow hits in a counterattack, which means she can attack the Hellhound with impunity. That's priceless. So, this Rune is situationally valuable.



Her third Rune is an extra fast damage for every attack. It's like rolling a whole extra die every turn - a predictable one! Most characters seem to manage to last 3-4 rounds in combat. This means the damage rune lets her inflict 3-4 extra damage, about half the hit points of a minion.

So, if she rolls into action without the damage rune, she'll probably be able to kill 1 Minion in her 3-4 rounds of life. But with the damage rune, she can kill her own enemy quicker, and then kill off half of another player's Minion. This has a snowball effect, letting all the players take less damage and finish their foes faster. Is it better than her two protective runes of Hit Points or Armor? It kind of depends on your play style.

If you like precision, I'd go for the hit points. They're reliable. If you're a gambler, I'd go for the slow armor — it can be great vs. the right enemy. If you fall somewhere between these extremes, I'd say go for the fast attack.

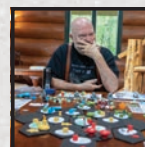


Or even more sensibly you could look and see what your fellows have for their abilities and boosts? If they are able to give everyone slow armor, you probably don't need bonus slow armor on top of that. If they give everyone fast attacks, you may want your fast attack to add to it and make it even more effective. If they suck at healing, you may want the extra Hit Points for survival purposes.

The take home message is that you must craft your hero over the series of battles to get him or her tough enough to take on that final boss, and you have lots of choices in how to do this.

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop role-playing games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. He also worked on many other published projects, such as *Runequest*, *Stormbringer*, *Elfquest* and even the *Ghostbusters RPG*, and was instrumental in the creation of dozens of scenario packs and expansions. He also acted as developer on the original *Arkham Horror* board game. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *The Gods War*, *Evil High Priest*, and the much-admired *Cthulhu Wars*. His games have sold tens of millions of copies worldwide, and he has received dozens of awards from the game industry.



ILLUMINATI® BUNDLE

STEVE JACKSON GAMES 

ILLUMINATI: BUNDLE

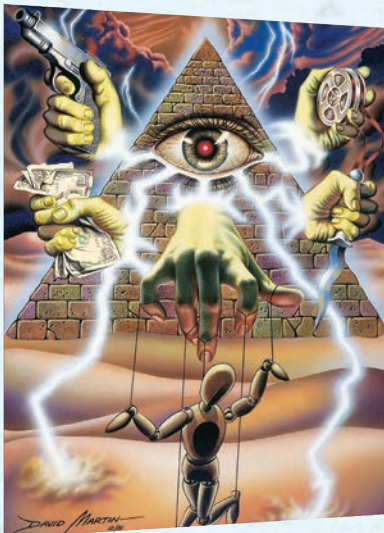
SJG 1169.....\$79.95 | Available March 2020!

As part of our *Pocket Box* reprint project, we have created a whole package for vintage *Illuminati* fans. This *Illuminati Pocket Box Bundle* will go into distribution in March 2020. Those who never managed to collect all the originals... or who have played them to death over the years... will be delighted to find them all in one big box!

These reproductions were created from the best originals we could find and scanned at high resolution. Then we printed them in a form as close to the original release as we could manage. There are two differences: we have added 2019 *Reproduction* in places so as not to deceive collectors, and we have included an extra copy of each counter sheet. The extras are die-cut, a detail we could not afford at the time but which we know you will appreciate now. The bundle includes:



- The original *Pocket Box Illuminati*... yes, the version with the pink *Illuminati* cards and the Jeff George illustrations. It was released in 1982; we gave away a lot of copies at conventions, fellow game designers liked it and played all night, and the rest is history. (Trivia note: Jeff's illustration for the Bavarian Illuminati is the pyramid that became our company logo.) Just like the one you had in 1982, the one that is going for \$140 new on Amazon as I type this — except the new version's box is a bit thicker and fastens a whole lot better. Oh, yes, and we included some freebies. Each box contains a pair of Eye in the Pyramid dice and an *Illuminati*-themed pocket notebook.
 - There are 54 cards (imagine how we ever got along with only 54 cards!).

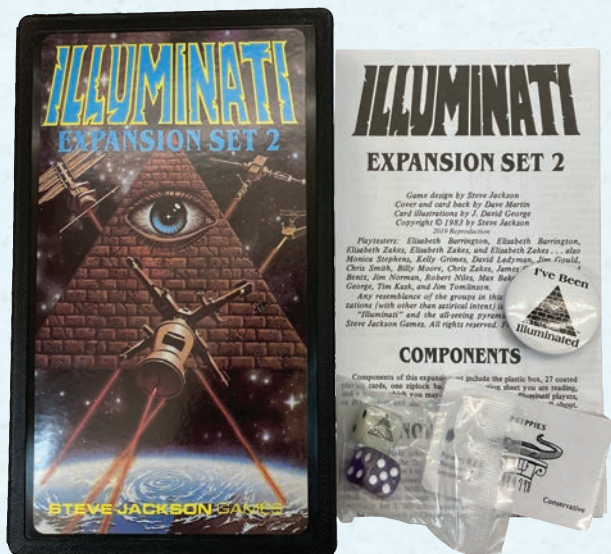


- The reproduction of the original Dave Martin cover, with the hands and the puppets, is perfect. (That original hangs on my wall now. It is highly inspiring.)
- All three *Illuminati* Expansion Sets, the first two in their own new *Pocket Boxes* and the third in a ziplock bag, just like *The Old Days*. So, you really get **All The Stuff!** (I hope you like Capital Letters.)



- The cover of *Expansion Set 1* is a Dave Martin painting showing the *Illuminati* pyramid rising from a storm-tossed

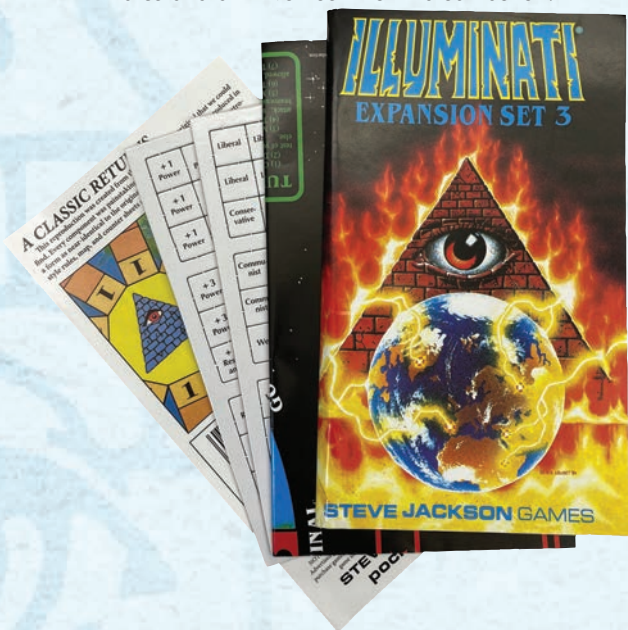
sea. It includes a new Illuminati group, the Society of Assassins, and 26 other game cards. To add to the fun from the original printing, you also get a pair of Illuminated dice and a couple of Illuminati membership cards (I still carry my original).



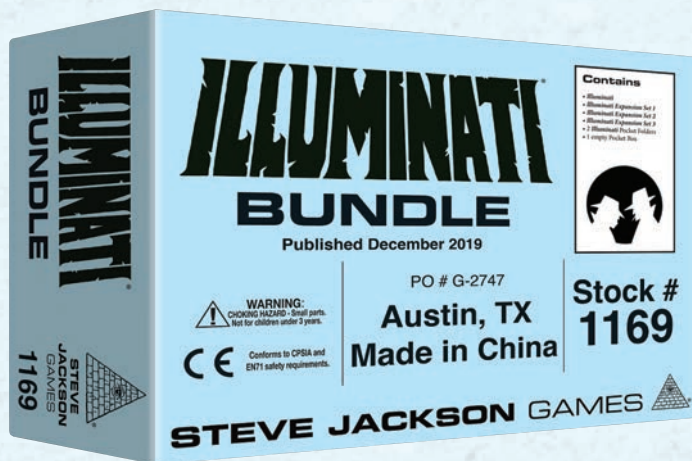
- Expansion Set 2 has another Dave Martin cover, showing the Illuminati pyramid orbiting in space. This set adds the Network to the list of Illuminati, and 26 other game cards. Bonuses in this new edition include two more Illuminated dice and an "I've Been Illuminated" button.



- Two pocket-type folders — each 9" x 12". One has the original Dave Martin Illuminati cover image — the other has Dave's "Illuminati in space" image with the pyramid as a huge, cratered asteroid hanging over Earth. These are specifically made for you to shake the worldview of your school or office friends who did not realize that you, personally, were part of the Conspiracy!

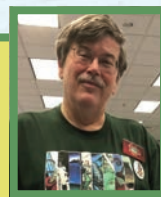


- Expansion Set 3 shows Denis Loubet's vision of the world, and the Pyramid, engulfed in flames. This is the set with the gameboards, and counters that let you increase the Conservatism, Criminality, etc., of the whole world. It also contains the famous "Fnord" counter, and the time is not yet right to tell anyone that you have it.
- One empty Pocket Box, because Pocket Boxes are awesome and useful.



- Last and definitely least, a tasteful medium-quality black-and-light-blue cardboard box, holding all the above, which can be repurposed to hold shoes, radioactive ore, a spare set of mystic amulets, or whatever else you have to stash away fnord.
- I should also tell you, for those who have been keeping up with the development of Illuminati, that an expansion set for *Second Edition* will ship next year, including updated sets of Artifacts and NWO cards. Watch for it!

Steve Jackson is the designer of Illuminati and the founder of Steve Jackson Games. After more than 40 years at it, he still likes making and playing games. He played Dice Forge last week and was impressed.



SANCTUM



SANCTUM

CGE 00054 \$70.00 | Available February 2020!

Sanctum is a fantasy adventure game in which a group of heroes tries to fight through hordes of demons, gaining equipment along the way and upgrading their skills to try and take down a Demon Lord who threatens the realm. Whoever builds the most powerful character and chooses the best gear has a better chance of surviving the final battle, slaying the demon, saving the city and winning the game.



WHAT'S IT ALL ABOUT?

Unlike most games in the genre, *Sanctum* focuses more on character building rather than adventuring and questing. The core of the game is on managing your character's player board. As you progress through the game you will gain numerous items and unlock many skills - managing these resources is key to victory. These upgrades will make your character more powerful and versatile, which will in turn increase your chances of survival when facing the tougher monsters down the road, and in the last third of the game, you will test your gear and skill build in a final battle against the Demon Lord.



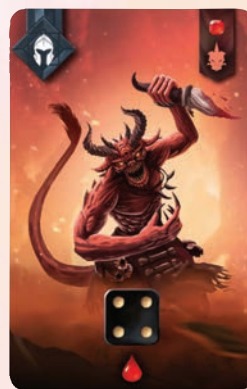
DIGITAL TO ANALOG

From the very first iteration, *Sanctum* was a game about slaying monsters and gaining loot. The inspiration is obvious. I spent many hours destroying my mouse by maniacally clicking on demons until they exploded on my screen. What's great about the hack and slash genre of video games is that it's very different from most RPG fantasy games. Unlike story and adventure, which are at the core of fantasy games, hack and slash is all about atmosphere, loot, character progression and action. The idea is fairly simple - you kill monsters, and monsters give you items and experience points so you can upgrade your character and kill even more monsters, but this time more efficiently. These were the core design pillars we wanted to take from the video game genre when trying to export it into its cardboard form.

The thing that I realized early on was that in order to make the transition work, is that the game needed to revolve around building your character. You want to have an inventory, skills, and resources in the form of health and mana pools. And all of those things needed to work together.

EASIER SAID THAN DONE.

The hack and slash genre has many defining elements- from selling items in the city, crafting items, potions, socketing items with gems, boss fights, mini bosses, item sets, talent trees, henchmen, NPC's, quests, etc. Of course, I wanted to have all those elements because without them players wouldn't feel like they were playing a hack and slash game. So I went and did exactly that. Only, I was wrong and created a monster in the process. One that wouldn't be so easy to slay.



ENTER CGE

For several years, I presented the game at CGE's annual in-house convention. Each year, I brought a more upgraded version. Then, at last, they decided they would publish it. Compared to the existing RPG board games the game had a fresh approach, the inventory system was interesting, and the combat was fun. It was still a monster of a game - it was 2+ hours long with terrible downtime that was patched up by a very unthematic system where players bet on the outcome of battles. Some players loved it, some not so much, but there was a lot of stuff which was good, and the experience was fun.



At this stage, a lot of great new ideas were introduced. The monster grew in size. We introduced even more mechanics into the game. We added skills, fixed the health system. It would have been a shame not to add those things, and I am glad we did it. Still, at this point ... the game's potential was there, but it could be a lot better. We were feeding the monster, not slaying it. We forgot the core premise: Slay monsters, get loot, level up, slay again.

We needed to go back to the roots.

DIVINE INTERVENTION

Help came in the form of a fresh pair of eyes. New additions to the development team came at the right moment and fresh ideas started pouring in. Structure and streamlining were key -- we focused on faster and simpler turns, more interaction and we moved most of the game off the map and onto the player boards, as it was too distracting for players to concentrate on both. This made the game tighter, faster and better.

WE FINALLY STARTED SLAYING THE MONSTER

The biggest change was the maps. In previous iterations there were map locations on one board a player could travel to and fight monsters. They turned into a linear path on multiple boards with monsters that got more difficult the closer you were to Sanctum. There was more of a story there. Now we could have different locations with beautiful artwork that heroes could travel through before they reached their final destination. It was a journey for them to take together. The new map system also fixed several issues - there was more player interaction thanks to the new drafting mechanic, the turns were structured into quick actions instead of long turns with a lot of downtime and we also trimmed down some of the components which were not that important to the core experience.

HEROES OF SANCTUM

It wouldn't be a hack and slash game without heroes. The designs for the heroes were made pretty early on because of the long process of miniature production. We decided to go with two typical hero classes, the fighter class we named the Slayer and the archer type we named the Huntress. The other two we experimented on. There was a discussion on whether we should make a magic class like a mage or a wizard, but since we were limited by the number of items, we decided



all of the heroes should be designed in a way that they could use all of the gear. The Outlaw and the Dancer were our new classes. The concept for the Outlaw was: What a gunslinger from the old westerns would look like in a fantasy game? The Dancer was a martial artist who uses dancing as her fighting style.



THE BIG BAD

Removing the extra features wasn't that big of a deal in the end. There was more focus on the core of the game and the flow was great. But there was one more monster we needed to slay - the Demon Lord himself. The final boss fight.

Since *Sanctum* was heavily based on euro mechanics, it was natural to use victory points and so we did, for a long time. Finally, the development team decided to remove victory points altogether and this turned the boring point counting into a tight fight, unpredictable until the very end.

Finally, the monster was defeated.

Thanks to the amazing CGE development team, I believe we managed to capture the core of the hack and slash experience and bring it to the table.

Now it's up to the players to try and slay the monster themselves when *Sanctum* arrives in February 2020.

...

VISIT **Puerto Rico** AGAIN

A GAME BY ANDREAS SEYFARTH



For anyone who has been around the board gaming hobby for a while, *Puerto Rico* is a game that needs no introduction. First published in 2002, *Puerto Rico* spent many years as the top-rated game on **Boardgamegeek.com** player ratings.

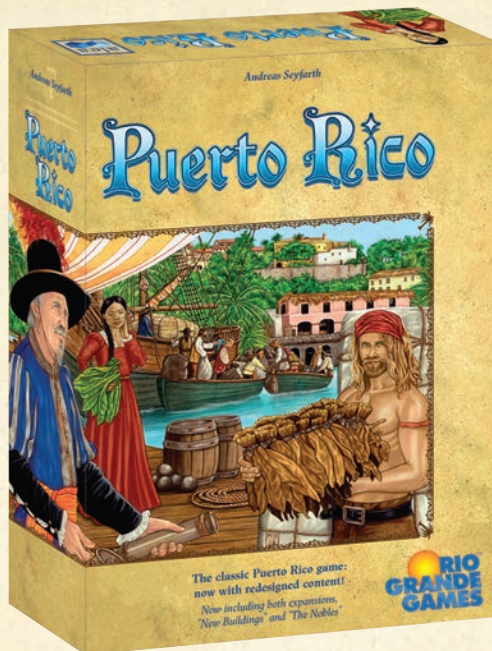
The players in *Puerto Rico* represent colonial leaders of the island of Puerto Rico. Players have to manage their growing colonies by building production and support buildings while expanding their farm lands. They use the land to produce crops which can be sold for cash or shipped back to the home country for valuable prestige. Using the profit from these sales, the players can buy additional buildings to further enhance their fortunes. Players compete to have the most victory points at the end of the game.

Puerto Rico introduced several new innovative mechanics that were revolutionary at the time of the game's release. These include role selection and bonuses given to the player who selected the role. Many mechanics that are now staples of modern board game originated with *Puerto Rico*.

The game was nominated for the prestigious *Spiel des Jahres* (Game of the Year) award in Germany and won many other awards and prizes in the years immediately following its release. It spawned several sequels and products in its wake including being the inspiration for Tom Lehmann's *Race for the Galaxy* (also by Rio Grande Games.)

In today's world of hundreds of new games released each year, *Puerto Rico* has stood the test of time and is now considered a modern classic in the board game world. But many players who are new to the hobby may not be aware of the game and its impact on the designs that they know and love today.

Each turn, the players choose an available role. That role, once selected, gives the player choosing the role a bonus called a "Privilege." The "Settler" role allows the player to select a production tile from those available to increase the size of their personal holdings and potentially make more commodities. The "Mayor" role gives the player the ability to increase their work force needed to staff their buildings and farms. There are also several other roles available to the player on each turn.

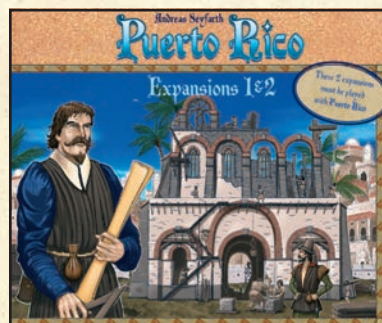


Once the player has selected their role for the turn, all other players get to do the same action just selected but without the special privilege. Once all players have had an opportunity to take that action, the next player chooses an available role from those remaining. Once the round is completed, the starting player (known as the Governor) passes to the next player around the table and the game continues.

There are three different products available in the Rio Grande Games catalog that are related to *Puerto Rico*:

The *Puerto Rico* (RGG 195, \$44.95) base game: This is the basic copy of the *Puerto Rico* game, and is virtually identical to the original game that was released in 2002. This version

includes the base game only and is recommended for players who do not own the game currently.



Next up are the *Puerto Rico Expansions* (RGG 565, \$14.95); these expansions were originally released in 2004 (*The New Buildings*) and in 2009 (*The Nobles*). Both of these expansions have been long out of print until this year. They are now available again in a small box format. The box contains both expansions and the expansion material can

easily fit inside the base game box. These expansions are recommended for more experienced players who own the original base game and want to add more options and excitement to their current game.

Finally, there is the new *Puerto Rico Deluxe Edition* (RGG 569, \$54.95); this version of the game features new art and updated graphic design. It also includes both of the above-mentioned expansions — all in the same box! This version of the game is an upgrade all around from the base game. This is the first new version of the game that has been available since 2002 and long-time fans of the original will appreciate the new art, updated graphic design and the included expansions. This is a must-have for true fans of *Puerto Rico*. It is also a perfect gift for the gamer who has never experienced the original game.

Now is the perfect time to visit *Puerto Rico* again. It does not matter if you are new to the game or a long-time fan, many exciting options await. Come back to the islands and remember the classic game that created a new gaming genre: *Puerto Rico*!



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #241

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 241\$3.99

25TH CENTURY GAMES



KINGSWOOD

The King has assembled the most prominent town guilds and issued them a challenge: rid the surrounding forest of monsters. Defeating monsters will earn your guild widespread fame and glory! Players take turns controlling the guild's adventurers moving about the village. The purpose of traveling to different locations is to either build up new or refresh your existing resources. Scheduled to ship in March 2020.

CGG 05.....\$29.99



WINNER WINNER CHICKEN DINNER

Players take on the role of foxes trying to steal as many chickens as they can from the hen house, then cook them up into delicious chicken dinner. The player who has the most chicken dinners and chickens in their bag at the end of the game is the winner. Scheduled to ship in March 2020.

CGG 09.....\$24.99

ACADEMY GAMES



AGENTS OF MAYHEM: FIRING SQUAD EXPANSION

Amp up your forces with the *Firing Squad*! Adds 3 new character figures, 3 boards, 36 cards, and 45 tiles. The only team to count on to get the job done. There's Kingpin, the natural leader with sick dance moves, his SMG, explosive flare gun, and plasma thrower, Scheherazade, the mysterious assassin who can take actions out of turn, and Oni, who faces Yakuza armies entirely by himself. Scheduled to ship in January 2020.

AYG AOA1010.....\$37.50

AGENTS OF MAYHEM: GET GAUNT EXPANSION

Let Gaunt work the crowd in your favor! Adds 1 Gaunt figure and board, 7 Fan figures, 12 cards, and 15 tiles. Genius. Trickster. Superstar. Recording artist August Gaunt uses his autotune microphone and brainwashing headphones to control the minds of his fans, manipulating these innocent civilians into an army of murderous automatons to give MAYHEM some serious headaches. Scheduled to ship in January 2020.

AYG AOA1020.....\$25.00



AGENTS OF MAYHEM: GIANT MAP TILES EXPANSION

Upgrade your experience with these Giant Map Tiles. Make your game come alive with ultra-high def 3D graphics. These Map Tiles that are twice as big as the originals. The base tiles are 300mm square and your buildings rise up to 3 feet and will tower over your table. Scheduled to ship in January 2020.

AYG AOA1032.....\$60.00

SPOTLIGHT ON



AGENTS OF MAYHEM: PRIDE OF BABYLON

Agents of Mayhem - Pride of Babylon is a story-driven 3D tactical board game based on the *Agents of Mayhem* video game. Play as either the evil, world-dominating LEGION or as MAYHEM, the anti-heroes who will do whatever it takes to stop LEGION. Compete in fast-paced and destructive combat, upgrade and customize your characters, and play through an immersive campaign where your choices determine the story. Scheduled to ship in January 2020.

AYG AOA1000.....\$100.00



ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



INNER COMPASS

Life is a long and winding road. The anticipation is great, but you mustn't begin your journey without gathering the necessary provisions. In *Inner Compass*, you play as one of four characters searching for meaning in their everyday lives. (Sound familiar?) Make the right life choices, experience the full spectrum of emotions, create meaningful memories, and - ultimately - find your own inner compass. The most enlightened player wins!

AEG 7083.....\$39.99

**MYSTIC VALE: NEMESIS**

Dreaded nemesis and ancient enemies invade the Valley of Life. Only the combined might of the druidic clans can oppose them. Aided with awakened titans, druids must defeat the rising threats to restore harmony and balance to Gaia's realm. The *Nemesis* expansion adds new advancement and vale cards to the base *Mystic Vale* game, giving players more card crafting options and exciting new possibilities for combos. Nemesis cards introduce an exciting new variant for a solitaire game!

AEG 7074.....\$39.99

**THUNDERSTONE QUEST: WHAT LIES BENEATH**

Thunderstone Keep is under attack! The foul creatures that have made the Keep's sewers their home are being driven to the surface by something far more frightening. This expansion follows the events of the Ripples in Time Quest. Just what did the Eruption unearth in the ancient darkness beneath your feet?

AEG 6264.....\$39.99

APE GAMES**PLUNDERBUND**

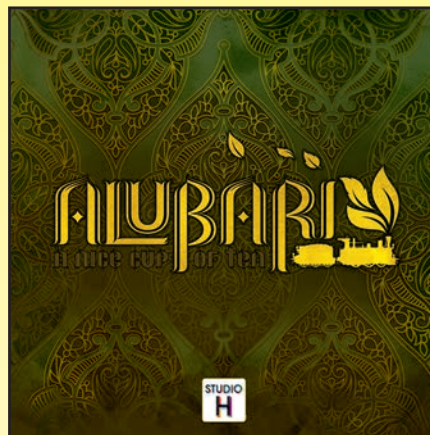
Plunderbund combines the innate corruption and profiteering of prohibition Chicago and the lawlessness of the fantasy setting, the Sprawl. It's an era before cell phones, e-commerce and customer relationship management tools, an honest guild had to get business the hard way: thieving, sorcery, money laundering and bribery. Each player will lead a guild with the power to decide where your finite resources are invested. Scheduled to ship in January 2020.

APE 3400.....\$59.00

**ASMODEE EDITIONS****FEATURED ITEM****AGATHA CHRISTIE: DEATH ON THE CARDS**

In *Agatha Christie: Death on the Cards*, which consists of a deck of eighty cards, players work co-operatively to solve a murder, using their detective skills to unmask the culprit and prevent their escape.

ASM MUH001.....\$19.99

**FEATURED ITEM****ALUBARI**

An elegant worker placement game by Snowdonia designer Tony Boydell, where players compete in the grand adventure of the Himalayan Railway and growing of Darjeeling tea. Scheduled to ship in February 2020.

ASM STUH01.....\$59.95

**FEATURED ITEM****AZTEC**

Take the jewels and try to avoid the curses to collect the most important treasure, during 5 rounds during which the bluff is on the program. Scheduled to ship in February 2020.

ASM SAZT01.....\$19.99

**FEATURED ITEM****CAIRN**

You will embody shamans and build Magaliths to expand your power and dominate the rival tribe. Scheduled to ship in February 2020.

ASM SCAI01.....\$34.99



FEATURED ITEM

**JOURNEY: WRATH OF DEMONS -
BRIDGE SET EXPANSION**

These large bridges bring a 3D feel to the board and the figures can physically interact with them.

ASM MWJW03 \$19.99



FEATURED ITEM

**JOURNEY: WRATH OF DEMONS -
JIANGSHI COFFIN SET EXPANSION**

These are the infamous Chinese hopping zombies, known for their stiff gait.

ASM MWJW02 \$26.99



FEATURED ITEM

**MARVEL: CRISIS PROTOCOL - CORVUS GLAIVE AND
PROXIMA MIDNIGHT CHARACTER PACK**

Devoted members of Thanos Black Order, the husband and wife team of Corvus Glaive and Proxima Midnight have terrorized the galaxy in service to their dark master. Scheduled to ship in February 2020.

ASM CP15EN \$39.95



FEATURED ITEM

**MARVEL: CRISIS PROTOCOL -
GAMORA AND NEBULA
CHARACTER PACK**

Adopted by Thanos, Gamora was raised to be the fiercest warrior in the galaxy and serve the Mad Titan in his goals of conquest. A pirate and mercenary, Nebula was raised alongside Gamora as Thanos adopted daughter. Scheduled to ship in February 2020.

ASM CP16EN \$39.95



FEATURED ITEM

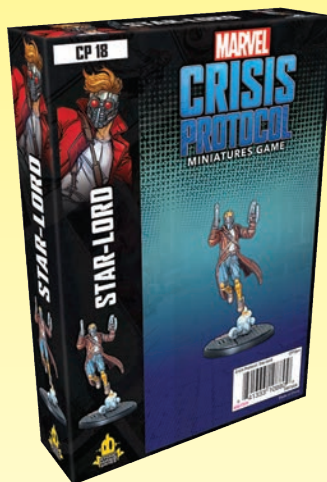
**MARVEL: CRISIS PROTOCOL -
ROCKET AND GROOT
CHARACTER PACK**

The result of genetic experiments and cybernetic enhancements, the walking, talking, fighting creature known as Rocket is a force to be reckoned with. The strange plant-like being known only as Groot loves life and fights to protect it. Scheduled to ship in February 2020.

ASM CP17EN \$39.95



FEATURED ITEM

**MARVEL: CRISIS PROTOCOL -
STAR-LORD CHARACTER PACK**

An expert marksman and a clever tactician, Star-Lord leads the motley group of heroes known as the Guardians of the Galaxy against any and all threats across the cosmos. Scheduled to ship in February 2020.

ASM CP18EN \$24.95



FEATURED ITEM

**ORIFLAMME**

A fast, tactical and very interactive card game in a dark fantasy atmosphere rendered by the beautiful art of Tomasz Jedruszek. Scheduled to ship in February 2020.

ASM STUH02 \$19.99



FEATURED ITEM

TEA FOR 2

Tea for 2 is an easy-to-learn, yet hard to master, deck building game set in Alice's Wonderland that combines easy rules and strategic play. Scheduled to ship in February 2020.

ASM TF201 \$24.99



FEATURED ITEM

**UNLOCK! ESCAPE ADVENTURES**

UNLOCK! Escape Adventures is now available in a big box format that includes 3 Adventures: *The Formula*, *Squeek and Sausage*, and *The Island of Doctor Goorse*. Scheduled to ship in December 2019.

ASM UNL01 \$29.99



FEATURED ITEM

**UNLOCK! MYSTERY ADVENTURES**

UNLOCK! Mystery Adventures is now available in a big box format that includes 3 Adventures: *The House on the Hill*, *The Nautilus' Trap*, and *The Tonipal's Treasure*. Scheduled to ship in December 2019.

ASM UNL02 \$29.99

AVALANCHE PRESS

**INFANTRY ATTACKS:
FALL OF EMPIRES**

In the late summer of 1914, the German general staff informed their Austro-Hungarian allies that they would stand on the defensive against their common Russian enemy. Undeterred by this reality, the Austrians pushed forward with their plans to attack. After initial successes, the outnumbered Austro-Hungarian forces fell back with severe losses. *Fall of Empires* is a stand-alone game in the *Infantry Attacks* series. Scheduled to ship in December 2019.

APL 0319 \$79.99



BANDAI AMERICA

SPOTLIGHT ON

**EVANGELION CARD GAME**

Each set enables 2 player battles! Combining multiple sets enables multi-player action and a variety of deck construction ideas. Up to 4 players can fight! *Evangelion* cards can't be mixed with other *Chrono Clash* series cards. Scheduled to ship in February 2020.

[EV01] BAN 2513654 \$34.99

[EV02] BAN 2513655 \$34.99

BEZIER GAMES

**SILVER: COIN**

Silver Coin is the third deck in the Silver series from Bezier Games; these 14 new residents will have you "flipping" out!!! Scheduled to ship in March 2020.

BEZ LVC \$24.95

CATALYST GAME LABS



BATTLETECH: BATTLECORPS ANTHOLOGY VOL 6 - FRONT LINE PAPERBACK

Inhuman cybernetic soldiers invade a peaceful world, bringing terror and misery in the name of a new flag. A young soldier, part of the most maligned military machine in history, struggles to find meaning in his service. And the prince of a star-spanning empire discovers that not even he can protect the people he loves. Ten stories of combat, honor, betrayal, and death fill the pages of *Front Lines: BattleCorps Anthology Volume 6*. Scheduled to ship in January 2029

CAT 35805.....\$12.95

CHAOSIUM



CALL OF CTHULHU: THREE PORTALS INTO NIGHTMARE

Gateways to Terror contains three short-play scenarios for the Call of Cthulhu 7th Edition roleplaying game, ideal for beginning and experienced players and Keepers alike. Originally, all three (*The Necropolis*, *What's in the Cellar?* and *The Dead Boarder*) were designed as demonstration games to give a taste of the game's core motifs mystery, investigation, and horror for those with limited time. The scenarios can be played in as little as one hour but can be expanded for slightly longer play, and each comes with four ready-made investigators so you can jump right into the action! Scheduled to ship in March 2020.

CHA 23140.....\$19.99

CHRONICLE BOOKS



GRAY MALIN THE BEACH BACKGAMMON

This unique backgammon set features Gray's iconic aerial photography of sunbathers and colorful beach umbrellas and includes 30 game pieces, 4 dice, and 1 doubling cube. The *Gray Malin Beach Backgammon Set* is the perfect gift for backgammon and fine art photography enthusiasts alike. Scheduled to ship in December 2019.

CHR 4066.....\$39.99



CAT DONUT SHAPED MEMORY MATCH

Cat Donuts Shaped Memory Match from Mudpuppy includes 24 adorable cat donut-shaped pieces to match. This game is purrfect for children ages 3 to 8 and can be played with 2 or more players. Scheduled to ship in January 2020.

CHR 3250.....\$12.99



CAT DONUT WOODEN YO-YO

Introduce a classic pastime with Mudpuppy's *Cat Donut Wooden Yo-yo* featuring an adorable cat donut illustration on each side. This colorful wooden yo-yo is the perfect gift for beginners ages 6 and up, party favors, and stocking stuffers! Scheduled to ship in January 2020.

CHR 3021.....\$5.99



FANTASTIC WOMEN - A TOP SCORE GAME

Discover some of the bravest and most inspirational women out there with these stunning portraits by Daniela Henriquez. From Malala Yousafzai and Rosa Parks to Marie Curie and Amelia Earhart, compare notes on 32 of the most courageous, groundbreaking, powerful women ever while playing this fun and informative game. Scheduled to ship in February 2020.

CHR 2461.....\$14.99

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- Microfiber cloth
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GAMES

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JAN 2020

33

**GRAY MALIN THE BEACH
TWO SIDED PUZZLE**

Gray Malins awe-inspiring aerial photography is shot from a doorless helicopter, creating stunning visual celebrations of color and repetition. This two-sided 500 piece puzzle features sunbathers basking on a sandy beach on one side and snorkelers exploring a stunning ocean reef on the other side. This two-sided puzzle is the perfect gift for puzzle and fine art photography enthusiasts alike. Scheduled to ship in January 2020.

CHR 7242\$24.99

**GRAY MALIN THE SNOW
TWO SIDED PUZZLE**

Gray Malins awe-inspiring aerial photography is shot from a doorless helicopter, creating stunning visual celebrations of color and repetition. This two-sided 500 piece puzzle features a majestic winter wonderland scene on one side and an array of colorful skiers on crisp white snow on the other side. This twosided puzzle is the perfect gift for puzzle and fine art photography enthusiasts alike. Scheduled to ship in January 2020.

CHR 7228\$24.99

**YAYOI CATSAMA ARTSY CATS
100 PIECE PUZZLE TIN**

Introduce a modern art meowster with Mudpuppy's Yayoi Catsama Artsy Cats Puzzle Tin. This 100-piece puzzle features an illustrated feline portrait inspired by the work of Yayoi Kusama and is cleverly packaged in a paint can tin, perfect for gifting, reuse, and storage. Scheduled to ship in January 2020.

CHR 2888\$14.99

**COOLMINIORNOT****FEATURED ITEM****A SONG OF ICE & FIRE TABLETOP MINIATURES GAME:
BARATHEON HEROES I**

The Baratheon Heroes I box set gives House Baratheon players in the A Song of Ice and Fire: Tabletop Miniatures Game a host of options for when they field an army loyal to King Stannis. Scheduled to ship in February 2020.

COL SIF809\$34.99

**FEATURED ITEM****A SONG OF ICE & FIRE TABLETOP MINIATURES GAME:
BARATHEON HEROES II**

The Baratheon Heroes II box set for the Song of Ice and Fire: Tabletop Miniatures Game gives House Baratheon players eager to see Lord Renly on the Iron Throne a bunch of new options for their forces. Scheduled to ship in February 2020.

COL SIF810\$34.99

**FEATURED ITEM****A SONG OF ICE & FIRE
TABLETOP MINIATURES
GAME: TARGARYEN
STARTER SET**

Across the Narrow Sea, Daenerys Targaryen rules her khalasar as Khaleesi of the Great Grass Sea. Scheduled to ship in February 2020.

COL SIF006\$99.99

**FEATURED ITEM****SHERIFF OF NOTTINGHAM (2ND EDITION)**

This new edition includes updated rules, as well as expansions such as the 6th Merchant, Black Market, and Sheriff's Deputies. Scheduled to ship in February 2020.

COL SHF003\$39.99



FEATURED ITEM



STARCADIA QUEST

Starcadia Quest is the sci-fi stand-alone game in the Arcadia Quest family. Scheduled to ship in February 2020.

COL SAQ001 \$79.99



FEATURED ITEM



STARCADIA QUEST: ARRRmada EXPANSION

The ARRRmada expansion for Starcadia Quest brings a whole new host of trouble for the Crews. Scheduled to ship in February 2020.

COL SAQ002 \$39.99



FEATURED ITEM



STARCADIA QUEST: BUILD-A-ROBOT EXPANSION

The Build-a-Robot expansion for Starcadia Quest brings a whole host of new options to the game. Scheduled to ship in February 2020.

COL SAQ003 \$39.99



FEATURED ITEM



STARCADIA QUEST: SHOWDOWN EXPANSION

The Showdown expansion for Starcadia Quest lets players bring all their favorite heroes, pets, and mounts from the original versions of Arcadia Quest along for a star-faring ride. Scheduled to ship in February 2020.

COL SAQ004 \$24.99

CORVUS BELLI

ARISTEIA!

ARISTEIA! MENDOZA SACRED FLAME OF GOD

Scheduled to ship in January 2020.

CVB CBARI44 PI

INFINITY

Scheduled to ship in January 2020.

CORVUS BELLI INFINITY

COMBINED ARMY SHASVASTII SEED-SOLDIERS

CVB 280698-0807 PI

NOMADS MARY PROBLEMS, TACTICAL UBERHACKER

CVB 281504-0808 PI

DIRE FOES MISSION SET 9 - DATACASH

CVB 281213-0805 PI

YU JING HAIDAO SPECIAL SUPPORT GROUP

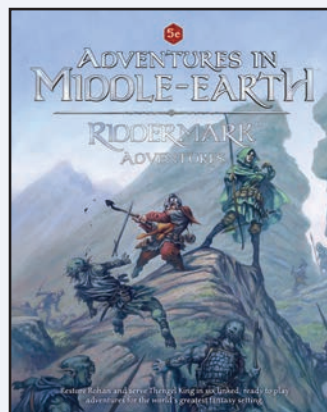
CVB 281312-0806 PI

O-12 ALPHA UNIT

CVB 282002-0809 PI

CUBICLE 7

SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - RIDDERMARK ADVENTURES

Riddermark Adventures contains six ready-to-play adventures set after the year 2955 and taking place in the land of Rohan. The scenarios can be played separately, or as chapters of an epic campaign spanning a number of years and allowing a Company to progress from 1st level to 7th. It complements the rules and background material introduced in the Rohan Region Guide, the supplement for Adventures in Middle-earth dedicated to the Mark of the Riders, as presented by J.R.R. Tolkien in *The Lord of the Rings*. Scheduled to ship in March 2020.

CB7 2313 \$39.99

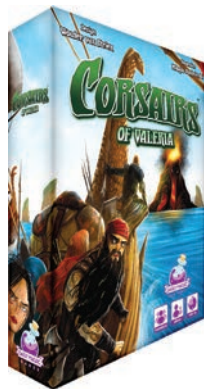


DAILY MAGIC GAMES

CORSAIRS OF VALERIA

With the current Commodore lost at sea, you and your fellow Corsairs have set out to complete the traditional challenge - the first captain to sail the Valerian Isles and gather enough silver to fill six treasure chests will be the next Commodore. Seize the dice and roll, you scurvy Orc lover! Scheduled to ship in March 2020.

DMG COR001\$25.00



VALERIA CARD KINGDOMS: CRIMSON SEAS

In *Crimson Seas*, you will obtain Maps to new far-off lands beyond the borders of Valeria allowing you to import trade Goods from Araby to increase your victory points, purchase Tomes of great power to augment your resource production, rescue captured Nobles from the villainous Amarynth Empire, and plunder the wealth of the Cursed Isle. Beware the monsters of the sea, though, as they increase in strength, sowing chaos throughout all of Valeria. Scheduled to ship in March 2020.

DMG VCK030\$35.00



DECISION GAMES



STRATEGY & TACTICS #322: BANANA WARS: US INTERVENTION IN THE CARIBBEAN 1898-1935

Banana Wars is a two-player game simulating the period between 1898 and 1935 that saw increased US involvement due to the novelty and growing popularity of the banana. During this period, the US Military participated in over 50 operations in a dozen Caribbean, Central and South American countries. Scheduled to ship in March 2020.

DCG ST-322\$39.99

EVIL HAT PRODUCTIONS

SPOTLIGHT ON



FATE CORE RPG: FATE OF CTHULHU CORE RULES HARDCOVER

Fate of Cthulhu is a standalone, *Fate Core RPG* about time-traveling heroes who are preventing a future apocalypse brought on by the arrival of the Elder Gods.

EHP 0047\$35.00

EXPLODING KITTENS

SPOTLIGHT ON



THROW THROW BURRITO

A dodgeball card game from the creators of *Exploding Kittens*. Collect cards. Play your hand. Throw things at your friends. Scheduled to ship in January 2020.

EKG TTB-COREPI

FACADE GAMES



TROPHIES

In the game of *Trophies*, the judge will read a topic and show the group a random letter. Be the first to say a word that matches the topic and the letter and you win a trophy card! The player with the most trophies wins the game and gets to hoist the included teeny tiny metal trophy high above their head in triumph! The person who "tried their best" gets a participation trophy. That's all there is to it! Scheduled to ship in March 2020.

FCD TRP1001\$14.99

FANTASY FLIGHT GAMES



FEATURED ITEM



ARKHAM HORROR LCG: POINT OF NO RETURN MYTHOS PACK

Descend into the dreaded Underworld of the Dreamlands in *Point of No Return*, the fourth Mythos Pack in *The Dream-Eaters* cycle for *Arkham Horror: The Card Game*! Scheduled to ship in February 2020.

FFG AHC42\$14.95



FEATURED ITEM



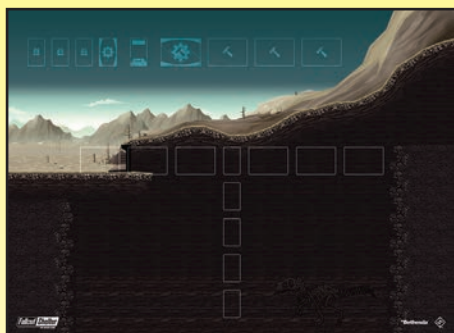
FALLOUT SHELTER: THE BOARD GAME

Fantasy Flight Games invites you to create a brighter future underground with *Fallout Shelter*, a new board game for two to four players based on the hit mobile game! Scheduled to ship in February 2020.

FFG ZX06\$39.95



FEATURED ITEM

**FALLOUT SHELTER: THE BOARD GAME - GAME MAT**

This 26 x 36 slip-resistant mat not only highlights where to place the various components of *Fallout Shelter*, but also features the location of your brand new vault! Scheduled to ship in February 2020.

FFG ZX07PI



FEATURED ITEM

**LEGEND OF THE FIVE RINGS LCG: CLAN WAR EXPANSION**

Declare your allegiance with *Clan War*, a new Premium Expansion for *Legend of the Five Rings: The Card Game*! Scheduled to ship in February 2020.

FFG L5C28 \$39.95



FEATURED ITEM



© 2019 Marvel

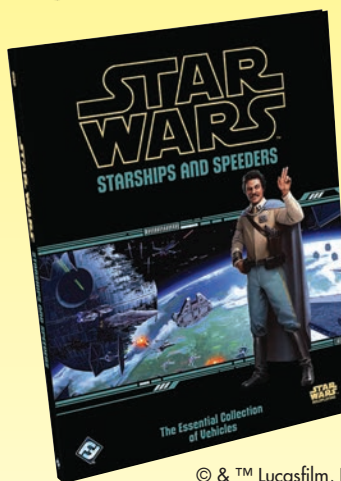
MARVEL CHAMPIONS LCG: THE WRECKING CREW SCENARIO PACK

Since the four members of the Wrecking Crew decided to join forces, they've been a thorn in the side of every great Marvel hero, from Thor to the Defenders. Scheduled to ship in February 2020.

FFG MC03EN \$19.95



FEATURED ITEM

**STAR WARS RPG: STARSHIPS AND SPEEDERS HARDCOVER**

Starships and Speeders is a 144-page sourcebook that collects ships from all three *Star Wars Roleplaying* game lines and introduces a number of vehicles never before profiled. Scheduled to ship in February 2020.

FFG SWR18 \$39.95

© & ™ Lucasfilm, Ltd.

GOD HATES GAMES**BABY FUTURES**

In the not so distant future a new financial opportunity opens up for those shrewd, cunning, and plain dark enough to participate - it's called THE BABY FUTURE market. You play as a rapacious tycoon who manipulates, buys, sells, and crashes the futures of these unknowing babies.

GDH 006 \$35.00

**GOODMAN GAMES****DUNGEON CRAWL CLASSICS: TOME OF ADVENTURE, VOLUME 1**

This hardcover compilation of adventure modules presents DCC RPG fans with seven complete adventures, now collected into a single hardcover volume for the first time! Written by legendary DCC authors Joseph Goodman and Harley Strohm, the hardcover includes these popular adventures: DCC #66.5: *Doom of the Savage Kings*, DCC #67: *Sailors on the Starless Sea*, DCC #68: *People of the Pit*, DCC #69: *The Emerald Enchanter*, DCC #70: *Jewels of the Carnifex*, DCC #71: *The 13th Skull*, and DCC #72: *Beyond the Black Gate*. Scheduled to ship in March 2020.

GMG 5130 \$39.99

HUSH HUSH PROJECTS USA**SPOTLIGHT ON****FOG OF LOVE: NEW EXPANSION (NIKKI VALENS)**

Nikki Valens is designing a new expansion for *Fog of Love* that will focus on telling stories about queer relationships. Scheduled to ship in March 2020.

HHP 0010 \$15.00





MUNCHKIN TEENAGE MUTANT NINJA TURTLES DELUXE

Teenage Mutant Ninja Turtles blends the humor and game-play of Munchkin with the enemies and "team-up" themes of the iconic *Teenage Mutant Ninja Turtles* comics.

- Officially licensed game based on the fan favorite comic book series and Munchkin card game!
- A must-play for any Munchkin fan, Munchkin TMNT puts a radical spin on the classic Munchkin rules.
- Includes a mounted level tracker and 6 standees featuring artwork by TMNT co-creator Kevin Eastman!



IDW 01575.....\$29.95

DESIGNERS: STEVE JACKSON GAMES AND JON COHN
ARTISTS: KEVIN EASTMAN AND TADD GALUSHA

AVAILABLE NOW!



DEATH NOTE: CONFRONTATION

The mysterious killer Kira has managed to take another life. Baffled by Kira's ability to seemingly strike anyone, anywhere, Interpol have called in the legendary detective "L". Now the cat and mouse game begins, L must feed Kira specific targets in order to deduce Kira's location, and ultimately his identity. Meanwhile, Kira continues to enact his supernatural brand of homicidal justice, racing toward completing his list and disappearing without a trace.

- Track or cover up the killer's movements on your own hidden grid.
- Outguess your opponent in high-risk, high-reward bluffing rounds.
- Use deduction and clever feints to pinpoint the killer's location.



IDW 01423.....\$29.99

DESIGNERS: JORDAN GODDARD

AVAILABLE NOW!



BATMAN THE ANIMATED SERIES: ROGUES GALLERY

- Roll dice to go on crime sprees, collecting cash and avoiding capture.
- Purchase various gear and accomplice cards on the black market.
- Push your luck at the right moment to attract and defeat Batman.



IDW 01658.....\$34.99

DESIGNERS: SEN-FOONG LIM & JESSEY WRIGHT
ARTISTS: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFY

AVAILABLE NOW!



EDGAR ALLAN POE'S THE MASQUE OF THE RED DEATH

Based on Edgar Allan Poe's sinister story, *Masque of the Red Death* pits you and up to 6 of your friends against each other as you hobnob with the Prince. But disaster strikes at midnight. You must balance your actions carefully between currying the Prince's favor and discovering which rooms the Red Death will visit. After all, having the highest social standing only matters if you survive...

With stunning art by Gris Grimly, *Masque of the Red Death* is sure to delight ...and disturb you!



IDW 01379.....\$59.99

DESIGNER: ADAM WYSE
ARTIST: GRIS GRIMLY

AVAILABLE NOW!



THE LEGEND OF KORRA: PRO-BENDING ARENA

Few diversions in Republic City offer as much excitement as attending a pro-bending game! This is doubly true when the teams facing off in the hexagonal ring are the reigning champs the White Falls Wolfbats and their fierce challengers the Future Industry Fire Ferrets!

- A card drafting strategy game based on the popular animated series!
- Game design from Sen-Foong Lim (*Junk Art*) and Jessey Wright (*Pocket Adventure*)!
- Features 6 highly detailed miniatures.



IDW 01327.....\$49.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: TONY VARGAS

AVAILABLE NOW!

SONIC THE HEDGEHOG: CRASH COURSE

- Race forward and leave your opponents in the dust
- Collect items then heal damage
- Win if you're the fastest to earn the most Chaos Emeralds!
- Includes 4 pre-painted plastic miniatures!

Speeding through the classic Green Hill Zone, players in *Sonic the Hedgehog Crash Course* race to be the first player to collect 5 of the 7 Chaos Emeralds!



IDW 01484.....\$29.99

DESIGNER: SEAN McDONALD

AVAILABLE NOW!





IELLO



BREAK THE CODE

The code is a series of numbers that each player hides behind their screen. To find it, you have to ask the right questions and avoid revealing your game! The winner will be the smartest... or the most daring.

IEL 51629.....\$16.99



FLYIN' GOBLIN

Attack! Catapult your goblin soldiers and plunder the riches of the castle! Gold and diamonds will reward the best shots. But beware: each room is full of surprises ... not always pleasant! From round to round, spend your earnings, buy extra troops and go back to battle! The bravest will build their totem on top of the castle! It will prove your superiority ... if it survives the attacks, of course.

IEL 51664.....\$34.99



ROBOTECH: BRACE FOR IMPACT

Players are officers aboard the SDF-1 during a Zentraedi attack! After hours of raging battle, the Zentraedi are getting ready for a final assault, the SDF-1's systems are in ruins, and it's chaos on the bridge! You will need to band together to fight them off. Report statuses, give commands, and keep the SDF-1 returning fire. Here they come again - BRACE FOR IMPACT! Scheduled to ship in March 2020.

GGD JPG563PI

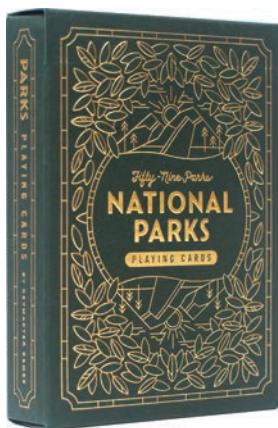
SPOTLIGHT ON



KING OF TOKYO: DARK EDITION

The legendary King of Tokyo comes to your tabletop in a limited DARK EDITION, where you can discover the dark side of giant monsters clashing. This special collector's edition features beautiful new upgraded components worthy of a DARK EDITION of this best-selling game from the inimitable mind of Richard Garfield. King of Tokyo: DARK EDITION will be limited edition product with only ONE print run. Scheduled to ship in March 2020.

IEL 51678\$49.99



KEYMASTER GAMES

PARKS: NATIONAL PARKS PLAYING CARDS

PARKS: National Parks Playing Cards is a celebration of our National Parks featuring illustrious art from Fifty-Nine Parks. Scheduled to ship in January 2020

KYM 05PC01\$15.00

KIDS TABLE BOARDGAMES

KOKONANA

At the Temple Festival, the fastest runners have a race across the Nanakoko river. Find stepping stones in the water and open the mystical temple with the right key. Kokonana is a wonderful take on the classic memory game. In this game, you will race using your memory skills. Scheduled to ship in February 2020.

KTG 879806\$25.00

INDIE BOARDS & CARDS

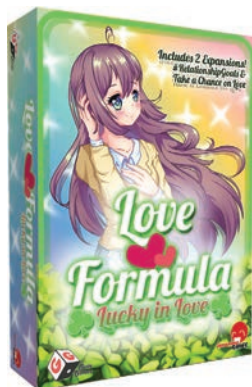
SPOTLIGHT ON



AEON'S END DBG: ACCESSORY PACK 2

Scheduled to ship in March 2020.
IBC AEAP2\$30.00

JAPANESE GAMES



LOVE FORMULA: LUCKY IN LOVE EXPANSION

The Lucky in Love Expansion includes the #RelationshipGoals and Take a Chance on Love mini-expansions for Love Formula. The #RelationshipGoals pack introduces a new game mechanic that allows players to earn extra points by completing #RelationshipGoals! Take a Chance on Love adds a random event each round! Scheduled to ship in March 2020.

GGD JPG701PI

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: SHADDOLL SHOWDOWN STRUCTURE DECK DISPLAY (8)

Structure Deck: Shaddoll Showdown revives one of the all-time greatest strategies in the history of the Yu-Gi-Oh! Trading Card Game! Powered by the incredible Shaddoll Fusion Spell Card that lets you Fusion Summon using monsters in your Deck, Shaddolls can Summon 'Shaddoll' Fusion Monsters of any Attribute and stack up powerful Graveyard effects at the same time! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84793\$79.92

LETIMAN GAMES

SQUIRE FOR HIRE

Squire for Hire is an 18 card, tile-laying inventory management game for 1-2 players that takes about 15-20 min to play. Players compete to get the highest scoring bag of items for their hero by the end of all the story deck. Scheduled to ship in March 2020.

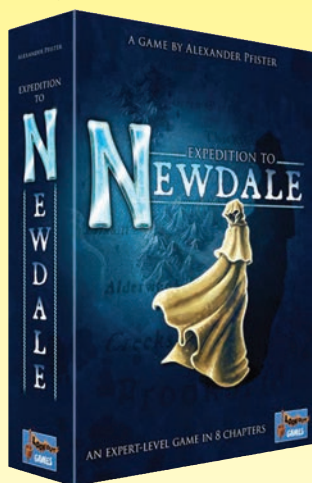
LTM 016.....\$9.00



LOOKOUT GAMES



FEATURED ITEM



OH MY GOODS: EXPEDITION TO NEWDALE (STAND ALONE)

Expedition to Newdale is the new *Oh my Goods* game from renowned designer Alexander Pfister. In this board game adaption of the successful card game 1-4 players compete in different chapters to experience the world of the Longsdale kingdom once again. Scheduled to ship in February 2020.

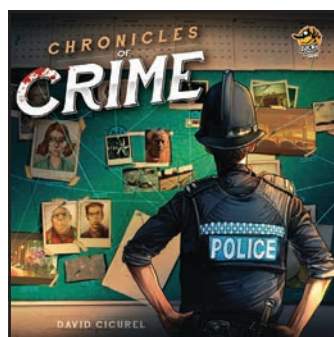
LKG LK0113.....\$59.99

LUCKY DUCK GAMES

CHRONICLES OF CRIME

Chronicles of Crime is a cooperative game of crime investigation mixing a board game, an app and Virtual Reality. With some physical components (board, locations, characters and items), players will be able to play plenty of different scenarios and solve as many different cases.

LKY 035.....\$39.99



CHRONICLES OF CRIME: NOIR EXPANSION

You are Sam Spader, a private eye willing to find the truth - for whoever is paying. But, post-war Los Angeles is not a friendly place. In the shadows under the bright California sun you'll find Hollywood scandals, corrupt cops, merciless gangsters, blackmail, and murder. Watch your back detective!

LKY 037.....\$24.99

SPACE BATTLE LUNCHTIME

CARD GAME



You are a contestant on the intergalactic cooking show:
Space Battle Lunchtime!

2-5 Players Ages 10+ 30 min RGS02071

RELEASING MAY 2020

Based on the Oni Press graphic novel by Natalie Riess. ©2019 Renegade Game Studios.

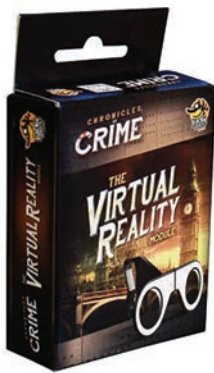
GAMES

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JAN 2020

41

**CHRONICLES OF CRIME: VIRTUAL REALITY MODULE**

A key element of *Chronicles of Crime* is the capacity to search for physical evidence in Virtual Reality. With the VR Glasses, attach them to your device, bring them to your eyes, and experience the crime scene as if you were there!

LKY 036\$14.99

**IT'S A WONDERFUL WORLD**

In *It's a Wonderful World*, you are leading an expanding Empire. You must choose the path that will get you to develop faster and better than your competitors.

LKY IWW-R01-EN\$44.99

**PARANORMAL DETECTIVES**

You are a ghost, floating in the air looking at your own body. Avenge your death by trying to communicate what happened to you to the paranormal detectives who have a vision of your body! Do so by arranging a hangman's knot, point at letters on a talking board, draw images by holding the hand of a detective or many other forms of interactions.

LKY PAR-R01-EN\$39.99

**ABYSSAL DWARF BLACKSOULS REGIMENT (20)**

MGE MGKWK301N\$29.99

**ABYSSAL DWARF GROTESQUE CHAMPION**

MGE MGKWK201\$17.99

**CHRONICLES OF CRIME: WELCOME TO REDVIEW EXPANSION**

Redview. It's always been a small and seemingly quiet American town. But, it's a hot summer in 1985, and weird things have started to happen. You and your friends want to understand what's going on. You call yourselves the Redview Mystery Gang, and it won't be a lazy summer for you, young detectives.

LKY 038\$26.99

**JETPACK JOYRIDE**

Jetpack Joyride is a real-time competitive puzzle game adapted from the mobile game of the same name! Players need to fly their way through a lab using a stolen jetpack.

LKY 060\$24.99

LUMA IMPORTS**BRUXELLES 1897**

The year is 1897. Art Nouveau is taking over the streets of Brussels as the World's Fair opens its doors. The time has come to cement your name in the History of Art. In order to establish your reputation, you will exhibit and sell your works of art, construct architectural masterpieces, and expand your social circle. Scheduled to ship in January 2020.

LUM BXL97-EN\$24.99

**ABYSSAL DWARF GROTESQUES REGIMENT (3)**

MGE MGKWK402\$44.99

**ABYSSAL DWARF HELLFANE (1)**

MGE MGKWK401\$59.99

**GANYMEDE**

In *Ganymede*, players are corporations specialized in transporting settlers to Ganymede, where the settler ship launch sites are located. These ships will lead the settlers to distant planets of the galaxy... In *Ganymede*, resources (settlers) are not spent but transported from one location to another thanks to the shuttle cards used by players during the game. Settlers return to the reserve once a completed settler ship takes off, rewarding players with victory points.

LKY SWAGAN01ML\$39.99

**MUTANTS**

In *Mutants*, 2-4 players have to mix and match genetics to create the ultimate warriors and demonstrate their prowess in the arena. By dominating in the arena and freezing the most valuable mutants, you gain prestige - and whoever collects the most prestige wins.

LKY MUT-R01-EN\$39.99

MANTIC ENTERTAINMENT**KINGS OF WAR****ABYSSAL DWARF ARMY (40)**

MGE MGKWK112\$89.99

**ABYSSAL DWARF MEGA ARMY (69)**

MGE MGKWK113\$149.99



**ABYSSAL DWARF SUPPORT PACK:
INFERNOX (1)**
MGE MGVAK401\$17.99



**ABYSSAL DWARF
WARBAND BOOSTER (3)**
MGE MGVAK102\$44.99



**ABYSSAL DWARF
WARBAND SET (12)**
MGE MGVAK101\$44.99



**RATKIN SLAVES
REINFORCEMENT (4)**
MGE MGVAK301\$19.99



WELL OF SOULS (1)
MGE MGKWA402\$44.99

TERRAINCRATE



ABANDONED FACTORY (20)
MGE MGTC143\$29.99



CITISCAPE (48)
MGE MGTC142\$79.99



CRYSTAL PEAKS CAMP (20)
MGE MGTC145\$29.99



HOSPITAL (22)
MGE MGTC144\$29.99



QUICKY MART (22)
MGE MGTC146\$29.99

THE WALKING DEAD: ALL OUT WAR



AARON & ERIC BOOSTER (2)
MGE MGWD149\$19.99



HEATH BOOSTER (2)
MGE MGWD150\$19.99



**RICK, ALEXANDRIA LEADER
BOOSTER (2)**
MGE MGWD148\$19.99

METALLIC DICE GAMES

PEARL RESIN 16MM POLY DICE SETS



GRADIENT PURPLE/TEAL/WHITE NUMBERS (7)
MET 693\$15.99



PINK /COPPER NUMBERS (7)
MET 691\$15.99



TEAL /COPPER NUMBERS (7)
MET 690\$15.99



ROYAL BLUE/GOLD NUMBERS (7)
MET 692\$15.99

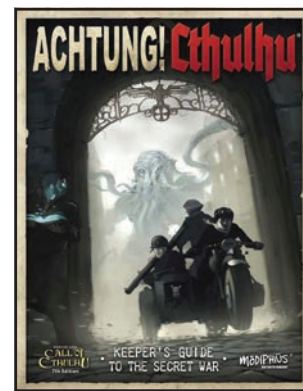


SEA FOAM/GREEN NUMBERS (7)
MET 694\$15.99

MODIPHIUS

ACHTUNG! CTHULHU RPG: INVESTIGATOR'S GUIDE TO THE SECRET WAR

This is the Investigator's Guide, with everything players need to create and run characters in the late 30s and 40s. Discover the secret history of world war two: stories of amazing heroism, in which stalwart men and women struggle to overthrow a nightmare alliance of steel and the occult; of frightening inhuman conspiracies from the depths of time; of the unbelievable war machines which are the product of Nazi engineering genius and how close we all are to a slithering end! Scheduled to ship in January 2020.



**LEGACY: LIFE AMONG THE RUINS - FREE FROM THE YOKE**

After occupation and revolution, your nation is finally free. Now you need to decide what happens next. Will you work with your fellow citizens to build a glorious new land, or forge your own path? Explore a world drawing on Slavic fantasy, and make it your own. Wield the magic of your ancestors, and strike bargains with the land and its spirits for new powers. Manipulate your nation's ruler to suit your agenda, undermine them, or rise up to claim their throne. Scheduled to ship in January 2020.

MUH 051339\$25.00

MONDO GAMES**UNMATCHED: BRUCE LEE**

Unmatched is a highly asymmetrical miniature fighting game for two or four players. Each hero is represented by a unique deck designed to evoke their style and legend. Tactical movement and no-luck combat resolution create a unique play experience that rewards expertise, but just when you've mastered one set, new heroes arrive to provide all new match-ups. Scheduled to ship in December 2019.

MNG UM-BL001\$15.00

**UNMATCHED: JURASSIC PARK - INGEN VS. RAPTORS**

Unmatched is a highly asymmetrical miniature fighting game for two or four players. Each hero is represented by a unique deck designed to evoke their style and legend. Tactical movement and no-luck combat resolution create a unique play experience that rewards expertise, but just when you've mastered one set, new heroes arrive to provide all new match-ups. Scheduled to ship in January 2020.

MNG MG-UMUP001\$30.00

MONTE COOK GAMES**ARCANA OF THE ANCIENTS**

In the misty recesses of time, before the kingdoms and lands you know, before the elder elves, the dwarven ancestral lords, and even the dragons civilizations undreamt of rose and fell. They built citadels of metal, glass, and light. They crafted wonders and harnessed energies we can only guess at. The remnants of their incredible creations now lay hidden away in the deepest recesses of the world. Those few learned folk who even know about them have a name for these places, objects, and even creatures. They call them the... Scheduled to ship in March 2020.

MKG 245\$54.99

SPOTLIGHT ON**CYPHER SYSTEM RPG 2ND EDITION: STAY ALIVE!**

Bring all things horror to your game! This hefty hardcover explores the many subgenres of horror, from slasher to classic vampire and zombie apocalypse to Lovecraftian, with new creatures, cyphers and artifacts, rules, character options, and ideas. It also includes an entire horror campaign setting. Scheduled to ship in February 2020.

MKG 210\$49.99

**INVISIBLE SUN RPG: THE NIGHTSIDE**

Some who call upon this forbidden tome will undoubtedly be seen as villains, but though its use is risky, it is not inherently without benefit. Those willing to accept that risk will find new fortes, new patrons, dozens of magical practices - minor and long-form - and Nightside locations and characters. Scheduled to ship in February 2020.

MKG 226\$45.00

**NUMENERA RPG: CHARACTER PORTFOLIOS (5)**

Record pools, abilities, skills, cyphers, and all your other stats and character info, along with notes, sketches, and details. Jot down thoughts about your character's appearance and mannerisms. Perfectly sized, in full color on heavy paper that takes pencil and eraser nicely. Scheduled to ship in January 2020.

MKG 251\$19.99

ONI PRESS**SPACE BATTLE LUNCHTIME CARD GAME**

You are a contestant on the intergalactic cooking show: Space Battle Lunchtime! Collect and combine flavor cards to create the perfect prize-winning dish! Impress the judges with your creativity! Based on the delightful Oni Press Graphic novel by Natalie Riess! Scheduled to ship in May 2020.

RGS 02071\$25.00

OSPREY GAMES**ZONA ALFA**

Zona Alfa is a set of simple, fast-play skirmish rules for scavenging, exploring, and surviving in a near-future, post-apocalyptic Eastern European setting. Players take on the role of bandits, mercenaries, and military units fighting over the blasted Exclusion Zone and its abandoned artefacts. Scheduled to ship in January 2020.

OSP 025\$20.00

PAIZO PUBLISHING**PATHFINDER RPG: ADVENTURE PATH - EXTINCTION CURSE PART 3 - LIFE'S LONG SHADOWS (P2)**

Fresh from their successes in Escadar, the heroes bring their traveling circus to the Isle of Kortos—the so-called Starstone Isle at the heart of the Inner Sea. Scheduled to ship in March 2020.

PZO 90153\$24.99

**PATHFINDER RPG: FLIP-MAT CLASSICS - CITY MARKET**

Get ready to shop with Flip-Mat Classics: City Market, a gorgeous double-sided battle-scale map with a market on one side, and blank cobblestone side on the other so you can detail your own marketplace or other urban encounter! Scheduled to ship in March 2020.

PZO 31028\$13.99



PANDA SAURUS

GAMES

LEARN MORE AT WWW.PANDASAUROSGAMES.COM

**PATHFINDER RPG: FLIP-TILES -
DUNGEON MAZES EXPANSION**

A dungeon may be maze-like, but there is no greater challenge than a maze in a dungeon! Scheduled to ship in March 2020. PZO 4084.....\$19.99

**PATHFINDER RPG: PAWNS - AGE
OF ASHES PAWN COLLECTION (P2)**

Enemies and allies from the Age of Ashes Adventure Path descend onto your tabletop with the Age of Ashes Pawn Collection, featuring more than 100 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Scheduled to ship in March 2020. PZO 1037.....\$24.99

**STARFINDER RPG:
ADVENTURE PATH - THE
THREEFOLD CONSPIRACY 2 -
FLIGHT OF THE SLEEPERS**

Barely escaping a doomed transport, the heroes find themselves trapped within a bizarre research facility that has come under attack. Scheduled to ship in March 2020. PZO 7226.....\$22.99

**STARFINDER RPG: FLIP-MAT -
STARFINDER SOCIETY STARSHIPS**

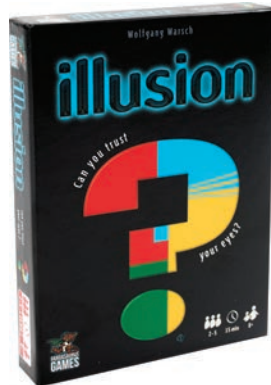
Whether the heroes are battling enemies of the Starfinder Society in starship combat or exploring newly discovered worlds for the Society or any other organization, this Starfinder Flip-Mat provides Game Masters with two different starships, perfect for home games and the Starfinder Society organized play campaign. Scheduled to ship in March 2020. PZO 7318.....\$14.99

**STARFINDER RPG:
NEAR SPACE HARDCOVER**

This hardcover rulebook expands the Starfinder campaign setting with details on dozens of worlds and cultures found in Near Space, each perfect as a locale for science-fantasy adventure! Scheduled to ship in March 2020. PZO 7113.....\$39.99

PANDASAURUS GAMES

OFFERED AGAIN

**O/A ILLUSION**

Can you trust your eyes? Is that actually what you see? *Illusion* is a raucous good time in which perception is everything and players must use a keen eye to decide what is reality and what is illusion in order to win. Who has the right perspective not to be fooled? PAN 201819.....\$14.95

**O/A THE MIND**

Eyes locked, card in hand are you and your friends ready to become one mind? The mind is the ingenious, *Spiel des Jahres* nominated, hyper-addictive card game that everyone is buzzing about. How do you know what is in someone's hands without speaking? How do you make the right decision when the game is on the line? The magic of this little game will amaze you. PAN 201809.....\$12.99

**O/A SILVER & GOLD**

You are in luck, because the treasure is in your hands. You are holding *Silver & Gold*; pure, addictive gold by Phil Walker-Harding. Players must rain X's down, rapid fire, in the right configurations to close out island cards and hit the right bonuses before they can jump to the next card. *Silver & Gold* is a game of luck, bad luck, quick manipulation and exhilaration. You've found your fortune. PAN 201910.....\$19.95

PETERSEN GAMES**8 BIT ATTACK**

8 Bit Attack is a game of manic co-operative battle, inspired by the old side-scrolling console games we all loved. Each player controls a gallant 8-bit hero who, with his friends, has to take out a series of minibosses. You must power-up your heroes until they're tough enough to take on the final boss - none other than Cthulhu himself! Scheduled to ship in March 2020. PTG 8-BIT-ATTACK.....PI

PLAY MONSTER**FULL CIRCLE**

Using the letters laid out in the middle, spell a word along the rim of the disc! Build off of the letters the previous player used, so you score more and make them lose points! If the previous player spelled GAME, and you spell MEETING using their M and E, you cause them to lose two of their points, and you get seven (one for each letter)! Use a little strategy when you spell, trying to make it difficult for the next player to steal more than one of your letters. Scheduled to ship in February 2020. PAT 7369.....\$17.99

**ISLAND OF EL DORADO**

The Island of El Dorado is an easy-to-learn strategy game that's a mix of classic Euro, 4X, civilization, war and race games! Tile laying, combat and resource management elegantly come together to create a memorable experience for both novice and veteran gamers. Bold exploration, epic battles and unforeseen comebacks will have players out of their seats and pacing the room! Scheduled to ship in February 2020. PAT 7480.....PI

**ISLAND OF EL DORADO:
THIEVES OF EL DORADO**

The *Thieves of El Dorado* expansion pack supports up to eight players or solo play, and adds the option of playing in teams of two! Bigger battles and deeper strategy add a whole new dimension to the game. For play only in conjunction with *The Island of El Dorado*. For 1 to 8 players. Scheduled to ship in February 2020. PAT 7481.....PI



KISS MY BASS

This fish doesn't shy away from us humans! He wants to be touched, tapped, squeezed and kissed...and if you don't give him attention quickly enough, he's sure to razz you! The bass isn't nice or sweet, and eventually he'll fart on someone... and that means you lose! It's a funny game or novelty gift! The talking fish includes batteries and features seven electronic touch points. For 2 or more players. Scheduled to ship in February 2020.

PAT 7378\$17.99



THE LOGO GAME

It's the game of things you know and love! From chocolate to cereal, football to flowers, soap to shoes—they all have LOGOS! *The Logo Game* is all about those logos and everything wrapped up in them. It taps into the knowledge we've piled up about nostalgic and new brands, and adds a few astonishing facts and surprises to entertain everyone! New version includes fun 3D pawns! For 2 to 6 players. Scheduled to ship in February 2020.

PAT 7443PI



RELATIVE INSANITY EXPANSION - TRAVEL PACK

In *Relative Insanity*, you read a setup card aloud, like: 'When the customs agent asked my other if she had anything to declare, she blurted out...' Then everyone else chooses one of their punch line cards to finish the phrase, like: 'Your face could stop a clock' or 'In my fantasy, I'm wearing a camouflage thong,' etc. In between laughter, the reader picks the funniest one to give that player a point! Scheduled to ship in February 2020.

PAT 7442PI

PORTAL



DETECTIVE: SEASON ONE

Detective: Season One is a fully cooperative, deeply immersive, board game in which 1 to 5 players take on the roles of investigators trying to solve a crime. Scheduled to ship in March 2020.

PLG 1911\$30.00

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in February 2020.



SHADOW SUN C-TYPE SHINOBI AND SHADOW RIDER UNIT (WHITE METAL)

PIP 51084PI



SHADOW SUN ZOR-MAGNA MONSTER (RESIN AND WHITE METAL)

PIP 51082PI



UBER CORP INTERNATIONAL MECHA-MAXIM MONSTER (RESIN AND WHITE METAL)

PIP 51083PI



UBER CORP INTERNATIONAL U-TANKS AND AAAPBOT UNIT (WHITE METAL)

PIP 51085PI

RIOT QUEST

Scheduled to ship in February 2020.



CHUCK DOGWOOD GUARD (WHITE METAL)

PIP 63021PI



HELGA ON WHEELS SCOUT (RESIN AND WHITE METAL)

PIP 63023PI



THE TERRORIZER FIGHTER (WHITE METAL)

PIP 63022PI

WARMACHINE

Scheduled to ship in February 2020.



INFERNALS ALAIN RUNEWOOD LORD OF ASH SOLO (WHITE METAL)

PIP 38022\$15.99



INFERNALS NICIA HOUND OF THE ABYSS SOLO (WHITE METAL)

PIP 38023\$14.99

MERCENARIES HERMIT OF HENG HOLD SOLO (WHITE METAL)

PIP 41173\$14.99



MERCENARIES PRIME ARTIFICER NEMO & ARCANE MECHANICS BATTLE ENGINE (RESIN AND WHITE METAL)

PIP 41174\$109.99

Q-WORKSHOP

METAL DICE SET: BLUE TECH (7)

QWS SMT88\$39.90

ROXLEY GAMES



DICE THRONE: SEASON 1 REROLLED

A cooperative & solo campaign inspired by *Diablo*, with exploration, gold, treasure, upgrades, minions, & epic boss battles! Scheduled to ship in March 2020.

STARTER BOX

ROX 636\$39.99

BOX 2 MONK VS PALADIN

ROX 637\$24.99

BOX 3 TREANT VS NINJA

ROX 638\$24.99





GLOOMY GRAVES (RGS02061)

- Keep your graveyard organized as you bury corpses from a fantasy battle!
- Manage your private crypt and the communal graveyard, each with different placement rules.
- Bury the competition or it's your own grave you'll be digging!

MSRP: \$20 **Ages: 14+** **2-4 Players** **30-45 Min**

February Release!

NEW!
RELEASE



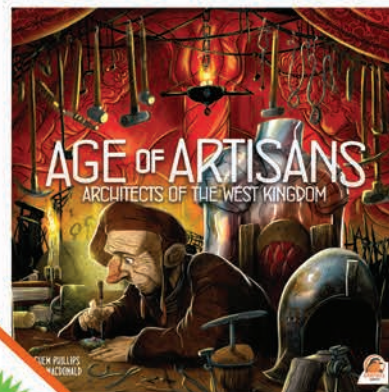
AGE OF ARTISANS: ARCHITECTS OF THE WEST KINGDOM

(RGS02069)

- Adds components for an additional player!
- Includes new Craft Cards and a dual-layered Guild Board
- Expands the game with two new player boards and a variety of new Apprentices and Buildings.
- Expansion for the award-winning Architects of the West Kingdom

MSRP: \$35 **Ages: 12+** **1-6 Players** **60-80 Min**

March Release!



REPRINT

ARCHITECTS OF THE WEST KINGDOM

(RGS00819)

- West Kingdom adventure with stunning artwork and quality components.
- Become an ambitious royal architect to impress the king by building notable landmarks in the kingdom
- First stand-alone game in the West Kingdom Trilogy

MSRP: \$55 **Ages: 12+** **1-5 Players** **60-80 Min**

Available Now!



NEW!
RELEASE

CLANK! LEGACY: ACQUISITIONS INCORPORATED (RGS02037)

- Shape your world -- the choices you make affect your story, your board, and your cards!
- Climb the corporate adventuring ladder in a fantastical 10+ game campaign!
- Continue your story with a unique and fully replayable post-campaign game!

MSRP: \$100 **Ages: 13+** **2-4 Players** **90-120 Min**

Available Now!



TEENS IN SPACE (RGS07220)

- Venture into the cosmos with your crewmates in your very own spaceship!
- Build your character by choosing from a variety of space age tropes and species!
- Customize your spaceship and then take it out for a spin!
- Powered by the Kids on Bikes system!

MSRP: \$24.99 **Designers:** Jonathan Gilmour and Doug Levandowski

Cover Artist: Heather Vaughan

Available Now!



STELLAR (RGS02050)

- Calibrate your Telescopes to view Celestial Objects!
- Create a beautiful display of planets, moons, asteroids, and more in the night sky
- Carefully choose and arrange your cards in this 2 player stargazing competition

MSRP: \$20 **Ages:** 8+ **2 Players** **30 Min**

March Release!

NEW!
RELEASE



CLIPCUT: PARKS (RGS02047)

- Shape your city parks with every careful cut!
- Roll the die, cut out your plan, build your park!
- Includes the Grand Park Expansion!
- The world's first Roll and Cut!

MSRP: \$25 **Ages:** 8+ **1-4 Players** **30 Min**

Available Now!



NEW!
RELEASE

FOX IN THE FOREST DUET (RGS02048)

- Win as a team by collecting gems you find along your path
- Play cards carefully to move avoid getting lost in the forest
- Use special abilities of the characters to help your teammate

MSRP: \$15 **Ages:** 10+ **2 Players** **30 Min**

Available Now!



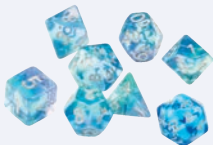


SIRIUS DICE

RPG DICE SET (7)

Scheduled to ship in December 2019.

SPOTLIGHT ON



EMERALD WATERS

SDZ 0004-02 \$16.00



POLYROLLER

SDZ 0004-04 \$16.00



VIOLET BETTA

SDZ 0004-01 \$16.00



WATERMELON

SDZ 0004-05 \$16.00

SMIRK & DAGGER

SPOTLIGHT ON



THE DEADLIES

GREED, PRIDE, WRATH... just three of the 7 Deadlies you will encounter in this devious little card game for 3 - 5 players. Play as many cards as you can each turn of the same suit, number value, or a straight of any length. Do your best to rid yourself of them all as soon as you can - while your opponents do their damndest to fill your hand with more! Empty your hand three times to WIN, and become the ENVY of all your friends! Scheduled to ship in March 2020.

SND 0070 \$14.99

STARLING GAMES

SPOTLIGHT ON



EVERDELL: BELLFAIRE

The king is throwing an unprecedented year-long event to commemorate the 100th year since Everdell's founding. Come one, come all, to the Bellfaire! Scheduled to ship in April 2020.

STG 2613 PI



EVERDELL: SPIRECREST

Far beyond the comfortable borders of the Everdell Valley, deep in the mysterious and uncharted lands, adventure is waiting to be discovered. Spirecrest adds several exciting and challenging new mechanics and features to the Everdell base game. Scheduled to ship in April 2020.

STG 2612 PI

STEAMFORGED GAMES

DARK SOULS

Scheduled to ship in March 2020.

EXECUTIONERS

CHARIOT EXPANSION

SFL DS-017 PI

SPOTLIGHT ON



MANUS, FATHER OF THE ABYSS EXPANSION

SFL DS-015 PI

STEVE JACKSON GAMES



MEEPLE D6 DICE SETS

With a big meeple replacing the one pip, and little debossed meeples on all the other sides, the Meeple d6 Dice Set blurs the lines between meeples and dice. For use with any game that requires standard six-sided dice. Scheduled to ship in March 2020.

WHITE SJG 5940F \$10.95

YELLOW SJG 5940E \$10.95

SPOTLIGHT ON



ILLUMINATI: BUNDLE

This bundle came to life during our recent Pocket Boxes of the Eighties Kickstarter. All the Illuminati goodies you really really want, all neatly packaged in this attractive heavy-duty box. The Illuminati Bundle contains the following reproductions of the original releases from the eighties: Illuminati, Illuminati Expansion Set 1, Illuminati Expansion Set 2, and Illuminati Expansion Set 3. We've thrown in an empty Pocket Box for good measure, along with two Illuminati pocket folders! Scheduled to ship in March 2020.

SJG 1169 \$79.95



MUNCHKIN PATHFINDER: GOBLIN DICE

Everybody likes pretty dice. Especially goblins! Which means, of course, that they will all want this pack of Munchkin Pathfinder Goblin Dice. It won't be easy keeping the pretty shinies away from them! Also includes four bonus cards for use with Munchkin Pathfinder (or any Munchkin game)! Scheduled to ship in March 2020.

SJG 5571 \$7.95



MUNCHKIN: WARHAMMER AGE OF SIGMAR KILL-O-METER

In the battle for the Mortal Realms, you need to know just how strong your opponents are... and how well you stack up against them. You'll have that information at your fingertips with the two-sided Munchkin Warhammer Age of Sigmar Kill-O-Meter. Turn the dials as your combat strength goes up or down so you always know how tough you really are... or flip it over and use it for the monsters! This set also comes with four new Munchkin Warhammer Age of Sigmar cards. Scheduled to ship in March 2020.

SJG 5557 \$10.95



STAR MUNCHKIN: LANDING PARTY

Mini-expansions for Munchkin sets are always popular, and Star Munchkin is one of our top-selling sets, so this 30-card expansion (illustrated by Lar deSouza) is a no-brainer! Especially after that monster on the cover gets through with you... Scheduled to ship in March 2020.

SJG 4268 \$9.95

STRONGHOLD GAMES



EGIZIA

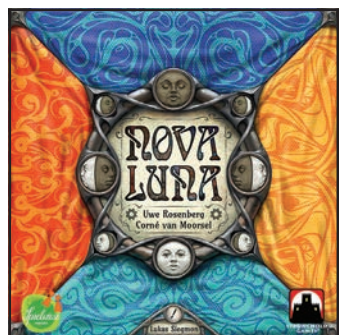
Egizia: Shifting Sands is a streamlined, modern update of Egizia that both longtime fans and brand new players can easily pick up and enjoy. Players travel down the Nile, placing boats as they go, to collect resources that will help them construct some of Egypt's most famous monuments. Shifting Sands comes with all new monuments to build, new cards to collect, and a constantly shifting river. Scheduled to ship in January 2020.

SHG 2016 \$49.95



FAST SLOTHS: THE NEXT HOLIDAY

Fast Sloths: The Next Holiday (expansion 1) offers a new double-sided giant game board for *Fast Sloths*, so you can have even more races around the countryside. Scheduled to ship in February 2020.
SHG 71700.....\$19.95



NOVA LUNA

Nova Luna is a game of building connections. In every round of this tile-laying game you must optimize your choice and plan for the future based on the dwindling supply of tiles available on the moon wheel. And with every new moon, you will need to develop a new strategy with what the moon wheel has to offer you. Find your path to building synergies between the tiles, and you will win. Decide wisely! Scheduled to ship in March 2020.
SHG NVA1.....\$49.99

TASTY MINSTREL



ORLEANS STORIES

Orleans Stories is based on the bag-building mechanism known from *Orleans*, being further developed into a storytelling experience in which players go through different eras and face different challenges as they settle the Loire Valley. The different eras affect the parameters of play as well as the rules of the game, creating new strategic possibilities. This challenges players to constantly adapt to current conditions, giving you the impression of experiencing a story, but unlike in legacy games, these stories can be repeated as often as you like. Scheduled to ship in March 2020.
TTT 2006-U02.....\$79.95

ULTRA PRO INTERNATIONAL

DRAGON BALL SUPER
Scheduled to ship in November 2019.



FULL-VIEW DECK BOX

BEERUS
UPI 15306.....PI
BULMA, VEGETA, AND TRUNKS
UPI 15305.....PI
SUPER SAIYAN 4 GOKU
UPI 15307.....PI



PLAY MAT

BEERUS
UPI 15309.....PI
BULMA, VEGETA, AND TRUNKS
UPI 15308.....PI
SUPER SAIYAN 4 GOKU
UPI 15310.....PI



STANDARD SIZE DECK PROTECTOR SLEEVES (65)

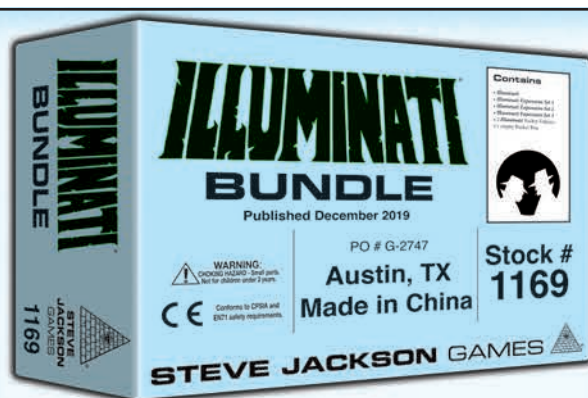
BEERUS
UPI 15303.....PI
BULMA, VEGETA, AND TRUNKS
UPI 15302.....PI
SUPER SAIYAN 4 GOKU (65)
UPI 15304.....PI

POKÉMON

Scheduled to ship in November 2019.



GREAT BALL 2" CARD ALBUM
UPI 85451.....PI



All the classic *Illuminati* goodies you really really want, all neatly packaged in a heavy-duty box. The *Illuminati Bundle* contains the following reproductions of the original releases from the eighties:



ILLUMINATI



ILLUMINATI EXPANSION SET 1



ILLUMINATI EXPANSION SET 2

ILLUMINATI EXPANSION SET 3

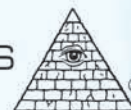


We've thrown in an empty Pocket Box for good measure, along with two *Illuminati* pocket folders!

STEVE JACKSON GAMES
pocketbox.games



#PlaySJGames





GREAT BALL 4-POCKET PORTFOLIO

UPI 85452-P.....PI



GREAT BALL 9-POCKET PORTFOLIO

UPI 85453-P.....PI



GREAT BALL 9-POCKET PRO BINDER

UPI 85454.....PI



GREAT BALL DECK PROTECTOR (65)

UPI 85450.....PI



GREAT BALL FULL VIEW DECK BOX

UPI 85448.....PI



GREAT BALL PLAYMAT

UPI 85449.....PI

PATHFINDER ADVENTURE CARD GAME

Scheduled to ship in November 2019.



24" X 24" ADVENTURE MAT (2019)

UPI 15295.....PI



CURSE OF THE CRIMSON THRONE MINI MAT (4)

UPI 15293.....PI



MINI MAT (12)

UPI 15294.....PI

UPPER DECK



LEGENDARY ENCOUNTERS DBG: DARK PHOENIX VS. THE X-MEN PLAYMAT

Scheduled to ship in December 2019.
UDC 93433.....PI



LEGENDARY ENCOUNTERS DBG: THANOS VS. THE AVENGERS PLAYMAT

Scheduled to ship in December 2019.
UDC 93431.....PI



VS SYSTEM 2PCG: MARVEL FRIENDLY NEIGHBORHOOD (1 OF 3)

In this new story arc, The Verse, expands on the popular characters and teams within the Spider-Man universe. This Friendly Neighborhood issue brings Spider-Man Homecoming and Spider-Man Far From Home films into Vs. System 2PCG. Not only does this set have the MCU web head, but also his adversaries, Vulture and Mysterio. Scheduled to ship in February 2020.
UDC 93983.....PI

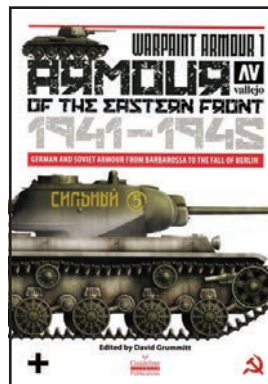
VS SYSTEM 2PCG: MARVEL SPIDEY-FOES (2 OF 3)

This set comes with the biggest enemies and greatest villains that Spider-Man has ever faced. The Spidey-Foes issue expands on the already formidable Sinister Syndicate team. It brings together a dastardly collection of infamous villains from Spidey's past, such as Chameleon, Shocker and Hobgoblin! Scheduled to ship in March 2020.
UDC 93985.....PI

VS SYSTEM 2PCG: MARVEL WEB-HEADS (3 OF 3)

Does whatever a spider can! This set has spiders from well-known to obscure! Superior Spider-Man, Spider-UK, a spider-powered Gwen Stacy and more! The web-slinging heroes come from across the Spider verse, where they've gathered a Spider-army, fully loaded with an arsenal of quips and thwips to expand on your deck with these amazing Spider-heroes! Scheduled to ship in April 2020.
UDC 93987.....PI

VALLEJO



WARPAINT ARMOUR 1: ARMOUR OF THE EASTERN FRONT 1941-1945

Armour of the Eastern Front 1941-1945 is the first in the new series by Guideline License Publications and the team that brings you Military Modelcraft International in collaboration with Acrylics Vallejo. The publication examines some of the AFVs that shaped the war on the Eastern Front during World War II or the Great Patriotic War as it is remembered in Russia which was a titanic conflict and the greatest clash of arms in history. Scheduled to ship in January 2020.

VAL 75014.....\$12.99

WEIRD GIRAFFE GAMES



BIG EASY BUSKING

In Big Easy Busking, players take on the role of a group of street musicians (buskers) ready to make it big in New Orleans by strategically playing songs to different adoring crowds. Big Easy Busking is a competitive area control game about playing music, matching the mood of the crowd, and knowing when to push your band members to their max. Scheduled to ship in February 2020.
GIR 06000.....\$29.99



FEATURED ITEM

IKORIA™

LAIR OF BEHEMOTHS

MAGIC THE GATHERING CCG: IKORIA - LAIR OF BEHEMOTHS BOOSTER DISPLAY (36)

They're the basis of Limited formats like Booster Draft and Sealed Deck, and they're great for players looking to build a unique collection of cards for Constructed formats. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C74170000.....PI

MAGIC THE GATHERING CCG: IKORIA - LAIR OF BEHEMOTHS BUNDLE

Contents: 10 *Ikorla: Lair of Behemoths* Draft Boosters, 20 foil land pack, 20 regular land pack, 1 foil promo card, 1 oversized Spindown life counter (1.5"), and 2 reference cards

WOC C74190000.....PI

MAGIC THE GATHERING CCG: IKORIA - LAIR OF BEHEMOTHS COLLECTOR BOOSTER DISPLAY (12)

The *Collector Booster* gives players immediate access to the coolest, most desirable cards from *Ikorla: Lair of Behemoths*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C74230000.....PI

MAGIC THE GATHERING CCG: IKORIA - LAIR OF BEHEMOTHS COMMANDER DECK DISPLAY (5)

The *Commander* series returns with five brand new ready-to-play decks set in *Ikorla*, Magic's plane of beasts and monsters. Legal in Commander and Eternal formats (Legacy and Vintage). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C74210000.....PI

MAGIC THE GATHERING CCG: IKORIA - LAIR OF BEHEMOTHS THEME BOOSTER DISPLAY (10)

Contents: 35 cards from *Ikorla: Lair of Behemoths*, all based on a single color 1 rare or mythic rare *Ikorla: Lair of Behemoths* Theme Boosters come in displays of 10 (five colors, two packs each) **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C74220000.....PI



FEATURED ITEM


MAGIC THE GATHERING CCG: MYSTERY BOOSTER DISPLAY (24)

The *Mystery Booster* is loaded with reprints from over forty previous Magic sets—

but these reprints aren't exactly what today's Magic players are used to opening in their packs. Unlike customary reprints, *Mystery Booster* cards are presented in their original form—original frame, art, typesetting, expansion symbol, legal text, and all. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C74360000.....PI



FEATURED ITEM


MAGIC THE GATHERING CCG: THEROS BEYOND DEATH

BOOSTER DISPLAY (36) WOC C62540000.....PI

BUNDLE WOC C62560000.....PI

COLLECTOR BOOSTER DISPLAY (12) WOC C68790000.....PI

DECK BUILDER'S TOOLKIT (4) WOC C64350000.....PI

PLANESWALKER DECK DISPLAY (6) WOC C62570000.....PI

THEME BOOSTER DISPLAY (10) WOC C62600000.....PI


MAGIC THE GATHERING CCG: UNSANCTIONED
MAGIC THE GATHERING CCG: UNSANCTIONED

Choose two wacky silver-bordered 30-card decks, shuffle them together, and watch the mayhem unfold! *Unsanctioned* is a ready-to-play 'Un-set' experience. Inside, you'll find five 30-card, mono-colored decks, each designed to synergize with one another in unique and surprising ways. Each player combines two decks into one 60-card deck and faces off for some wacky gameplay that stretches the limits of what Magic cards can do.

WOC C62880000.....PI

WIZKIDS/NECA

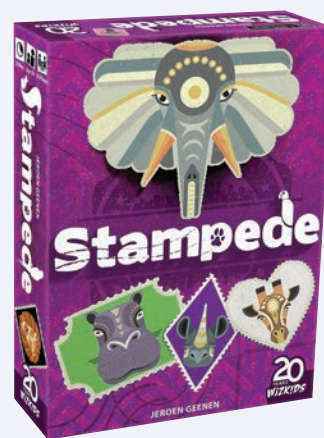
MARVEL DICE MASTERS: AVENGERS INFINITY GAUNTLET COUNTERTOP DISPLAY

With more than 35 heroes and villains, this set is perfect for veteran players or beginners! Teams will make their Dice Masters debut like the Infinity Watch and The Black Order. Players will be more eager to collect this set than the Infinity Gems! Speaking of which, some of your favorite Marvel superheroes will appear in this set with abilities themed after their time spent in possession of the Infinity Gems! Whether it's Captain Marvel, Black Widow, or Doctor Strange - these heroes will play as you've never seen them before! Scheduled to ship in March 2020.

WZK 74092.....\$79.92



SPOTLIGHT ON


STAMPEDE

In *Stampede*, you must fill your album with new stamps, search for the best trades at the exchange, and swap stamps with your opponents at just the right moment to complete your collection. Your goal is to collect 5 of the same animal or 9 distinct animals and stamp out the competition! Scheduled to ship in March 2020.

WZK 74111.....\$19.99

SMALL BOX FUN

Looking for a game that packs a lot of fun into a small box? Whether you are running out of shelf space, or you want a game that is easy to transport, here are some great games that blast out the good times in an easy to manage box. *Time Chase*, designed by Jonathan Woodard, takes the classic trick-taking game mechanics and puts a time-travel twist! As the inventor of a time-travel device, you're trying to keep rivals from going back in time and taking credit for your brilliant invention. As players play tricks, they create a timeline, gathering resources that allow them to travel back along this timeline, and change the card they played into a previous trick (or even allowing them to go back to the beginning of the timeline to change the trump card.) The scientist who wins 3 tricks when everyone is snapped back to the present is the winner!

This science-fiction themed game is supplemented with vibrant art by Allen Panakal and its bold colors give this small box game a big table presence.



Another new release is *Stellar*, (RGS 02050) a 2-player card game in which you are stargazers, calibrating your telescopes to bring into view celestial objects of various types — planets, moons, asteroids, interstellar clouds, black holes, even satellites — as you create a beautiful display of the night sky!

The game is played over 11 rounds. By the end of the game, each player will have transformed their telescope into a beautiful display of the night sky. In each round, both players will take one turn: first the start player, then the other player. On your turn, you will play two cards in different areas: one in your telescope and one in your notebook. To do so, you will add a card to your hand, play a card from your hand, play a card from the row, and refill the row.

By playing cards you build both your telescope and notebook. Your telescope is made up of 12 slots, and each slot is available until a celestial object card has been played there. Your notebook is made up of five possible stacks — one for each type of card.

In *Stellar*, the game ends when the 11th round is over. By this round each player should have 12 cards in their telescope and 12 cards in their notebook. Whoever has the most points wins. In the case of a tie, congratulations! You're both winners. Let's not forget *The Fox in the Forest Duet* (RGS 02048), the innovative follow up to the popular trick-taking game *The Fox in the Forest*. This new version takes the trick-taking genre and spins it on its head. *The Fox in the Forest Duet* is a cooperative trick-taking game!



As players, you'll team up and help each other move through the forest by working together to play tricks. Use the special abilities of the characters to exchange cards with each other, then will let their teammate follow with any card. Win as a team by collecting all the gems but be careful to stay on the path. You don't want to get lost in the forest! In the original version, players compete to win tricks, but sometimes less is more. If you win too many, you'll be considered greedy and you won't score any points. In *The Fox in the Forest Duet*, you collect gem tokens by moving along the forest path. You will have to work together to collect all the gem tokens without running out of time or getting lost!



Finally, there's *Gloomy Graves* (RGS 02061). Designed by Jeffrey D. Allers, this brand-new game for 2-4 players. In this packs-a-punch game, you work as a gravedigger in a dark fantasy world where epic battles rage continuously. Artist David Szilagyi has created a fantastic blend of the cute and macabre for *Gloomy Graves* that creates a quirky and slightly spooky atmosphere for play.

Both *Gloomy Graves* and *The Fox In the Forest Duet* are featured cover stories of this issue of *Game Trade Magazine*, so you can learn more about it by flipping over to those articles!

All of these games are both light in your backpack and on your wallet. With any of these small boxes of fun in your bag you'll have a good time no matter where you heading off to!

...

Time Chase is available now! The Fox In The Forest Duet will be available in January, Gloomy Graves will be widely available in February and Stellar will be widely available in March, with early release for the last two games at select friendly local game stores. Ask your FLGS for these fantastic games!

Fallout Shelter

THE BOARD GAME

The Vault Awaits

Build a brighter future underground with *Fallout® Shelter: The Board Game* from Fantasy Flight Games! Based on the hit mobile game from Bethesda Softworks, *Fallout Shelter* sees 2-4 players competing to become the new Overseer of their very own vault. Players will have to assign Vault Dwellers daily tasks to gather resources, build new rooms, and even drive off intruders from the Wasteland! So make a new home underground when *Fallout Shelter* releases in the first quarter of 2020!



ZX06 | \$39.95

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Bethesda



Anatomy of a Game Design:

The Big Book of Madness and its new Expansion *The Vth Element* 

THE BIG BOOK OF MADNESS

IEL 51254..... \$39.99 | Available Now!

Who's Maxime Rambourg?

I am a French designer living in Nancy (East of France), where I co-founded the nonprofit board game café "La Feinte de l'Ours" which literally translates as "The Bear's Trick". I am amazingly lucky to work in a boardgame café, and I have a lot of willing playtesters at hand. Showing my prototypes to our regular customers already felt slightly uncomfortable to me, so submitting them to a publisher seemed quite impossible. Luckily, my first 3 games have been released by local publisher IELLO, *Le Truc le +* (2014 — a party game published only in French so far), *The Big Book of Madness* (2015) and *Arena: For the Gods!* (2017)

What is your first thought before designing a game?

Every time I start working on a new idea, I always ask myself the same question: "What would I like to play?" This time I thought: "I like the feeling of cooperative games; I love the dynamics in deck-building games... okay, let's make a cooperative deck-builder!"

The best ideas are often the ones you don't immediately realize all the work needed to make them come true. It actually took five years for *The Big Book of Madness* to come to life and hit the stores.



How did you come up with *The Big Book of Madness*?

The story began with a simple thematic idea: run across a temple, loot a sacred relic, then manage to get out alive. From this theme, game mechanisms came flowing very quickly, almost on their own. A series of various rooms with challenges to overcome, enemies and obstacles in the way, traps and also, room cards to progressively increase the difficulty of the game. There are decks with four types of cards: Strength, Intelligence, Speed, and Special Abilities.

From the start, several things seemed obvious to me: A deck-builder is particularly hard to balance because you need the possible combos to be exhilarating when they happen, without being overkill. I had already explored this issue with a few previous prototypes, but I found out it was an even more challenging puzzle to balance a cooperative game so that

THE BIG BOOK OF MADNESS: THE VTH ELEMENT

IEL 51372..... \$19.99 | Available January 2020!



it turns out to be neither too easy to win nor too hard. From the first version of the game to the final one, difficulty remained a constant issue.

Interesting things started to come up during the designing process. New interactions between players that I never witnessed before emerged from this mix of cooperation and deck management, with everyone sharing cards, helping to build each other's decks, and giving up cards to support others.

I fiddled a lot with all of this, but something was missing, something that would set the game apart from other deck-builders. Then I thought: "Why not invert the process? Let's start with decks already well-built and spoil them as the game goes. But what would be the thematic reason for this? What if the temple had a curse that made the adventurers inside slowly turn mad?"

That's how the madness first appeared, even though the idea of "unbuilding" the deck didn't hold up for long.

Here I was, spending weeks looking for a mechanism that would prevent the common and obvious strategy in every deck-building game; I didn't want my game to feel just like another quest for a lean and efficient deck with combos that end up with you having all of your cards in hand in a single turn. "But how could I avoid this? What if each time you shuffle your deck, a card comes to spoil it? That's it!" The idea just fit perfectly with madness, which became a core and constitutive element of the game from then on.

After the cursed temple, I tried moving the poor adventurers into a maze reminiscent of strange horror movies, but the game had too many ideas — that I won't disclose here because even if they haven't made it into the final version of the game, I haven't entirely given up on them! — and game sessions were always lost in length and intricacy.

While madness had eventually fixed what annoyed me with the deck-building mechanism, several issues specific to cooperative



games remained, especially the alpha male syndrome (or as I like to call it, the “Do this already, you idiot!” problem). I didn’t like the fact that a seasoned player could dictate what to do to others. After a few tries, I decided to remove the standard turn order; the players would not play in clockwise order, but in the order of their choice, gathering fatigue and managing their resting time.

It was still too intricate, but there was really only one thing left to change to come close to what would become *The Big Book*: Special abilities were too chaotic, messy and unbalanced. I had to move them from the deck to personal boards that each player could activate with skill points. This last change streamlined the mechanism of the game, which eventually allowed me to gather enough courage to show the prototype to a publisher.



Back then, we enthusiastically named the project “Asylum” and pictured a game in which players would play as Allied agents posing as lunatics to spy on a mental hospital run by undead Nazis! We were young and boldly inventive, so IELLO’s management had to kindly get me to understand this theme was... “too difficult”...

Another element of the game made things too intricate: a board game composed of a random series of rooms. This issue took us a long time to solve. Reluctant and weary, I eventually gave up and threw all the boards away. To help streamline the game, I conceded another theme change; instead of moving from room to room, players would fight against a book and turn its pages. Deep down, I liked the new idea, but what was I to do with the madness, which was the game’s core element? The book would be plagued by demons, and the players would have to prevent them from getting out and spreading terror and destruction! “I like it, it sounds quite epic!” *The Big Book of Madness* had found its final theme at last, and that made fine-tuning the mechanisms a lot easier!

Then, magic allowed us to bring everything together. Personal boards were dropped, and skills became spells. Strength, Intelligence and such were replaced by four common elements: Fire, Water, Earth and Air. And the element cards were now used for all actions. The game was more clear, better balanced, but also much more exciting to play!

This first Expansion, why?

Surfing on *Madness* didn’t seem enough, we wanted to add another dimension, a fifth element, the Dark Matter, including Dark Curses, the Dark Book and Dark Monsters to spice up the game by introducing our inner phobias... The goal remains the same: you must close the book before succumbing to madness, but now you will have to be able to handle the New Dark Matter and Phobias.

To ease it up, the Dark Matter and Phobias are different modules that can be played together or separately. The base game still apply, Phobia cards are *Madness* cards with a permanent constraint, they are considered *Madness* cards in every aspect and may be cured with 2 Element cards.

TERRAFORMING MARS RETURN TO MARS IN TURMOIL FROM STRONGHOLD GAMES



TERRAFORMING MARS: TURMOIL

SHG 7204..... \$34.95 | Available Q4 2019!

Stronghold Games is excited to announce the newest installment in the *Terraforming Mars* series, *Terraforming Mars: Turmoil*. *Terraforming Mars: Turmoil* expands upon the gameplay of its predecessor with a new modular expansion that can be added on top of all previous expansions.

In *Turmoil*, new global events will affect the world, interrupting your plans to terraform the planet. These events affect all players equally, and their outcomes can be altered by influencing the Terraforming Council, another new aspect of gameplay. Planning for the unexpected and altering your strategies based on these events will offer interesting new challenges for seasoned *Terraforming Mars* players, while providing guidance to new players. These Global Events are housed on a side board which shows current and future events, giving players the chance to prepare for events well before they actually occur. In addition, these events will place Neutral Delegates into the Terraforming Council, sewing chaos among player's plans.



These global events aren't the only thing that can be influenced by the Terraforming Council. This new board introduces brand new political factions into *Terraforming Mars*, each tied to an important gameplay mechanic with their own bonuses and Decrees, which will take effect when a new faction takes power.

- The **Mars First** party focuses on played building cards, and grants you extra credits for the buildings you played, while increasing the build power of your gathered Steel.
- The **Scientist** party will reward you credits for playing cards with the Science attribute and give you the option to pay for extra cards on your turn.
- The **Unity** party wants you to play cards with planet tags, giving you credits for complete sets, and will globally increase the value of titanium.
- The **Kelvenists** party grants its bonus for generating heat, and gives a new project that increases both heat and energy production on your turn.
- The **Reds** party wants you to increase your terraforming rating, and will give you a new standard project that allows you to increase it.
- The **Green** party grants bonuses when you play plant, microbe, or pet tags, and rewards you with credits when you plant forests.

On your turn, you'll have the ability to place delegates of your color into each of these political factions. Through a brand-new area control mechanic, whoever has the most delegates in each faction will become that faction's party leader. In addition, the party with the most overall delegates will become the dominant party, with their leader ascending to the position of Chairman of the Terraforming Council. When a new dominant party comes into power, a new ability will be granted to every player, and the Chairman will be given the honor of choosing how certain cards resolve.

Controlling the Terraforming Council and ensuring that the right party takes power at the right time for you to benefit most from their ability will require cooperation, negotiation, and political maneuvering at the table. You'll be vying for control of each individual faction, while trying to ensure you're the leader of the dominant party when its time comes. These interactions are fueled by new Project Cards that are added to the deck. These project cards will grant you bonuses based on the delegates you have placed in specific factions or give you power to influence or make changes to the Terraforming Council board.

In addition, *Terraforming Mars: Turmoil* introduces five new corporations that can be used when playing with the expansion content. These corporations will expand player's gameplay choices and allow for new strategies that take advantage of new gameplay elements.

The goal of *Terraforming Mars* is to complete a series of objectives that bring Mars from a barren planet to a hospitable world. Play project cards to create engines, activate your corporation powers, and complete standard projects to populate the surface with forests, lakes, and other elements in order to increase the temperature and oxygen level while also increasing your terraforming level and completing achievements that score at the end of the game. Once the end of every track has been reached, the game will end and the player with the highest score will win.

Terraforming Mars: Turmoil will help you reach these goals more quickly by giving you new abilities based on the dominant faction, allowing for the addition of political maneuvering and delegate actions without noticeably increasing the length of the game. *Turmoil* can be used with any of the previous expansions, *Venus*, *Prelude*, and *Colonies*, or they can all be mixed in and used together. *Terraforming Mars* was designed by Jacob Fryxelius with art by Isaac Fryxelius, published in part between FryxGames and Stronghold Games.

Terraforming Mars: Turmoil will be coming to stores Fall 2019.





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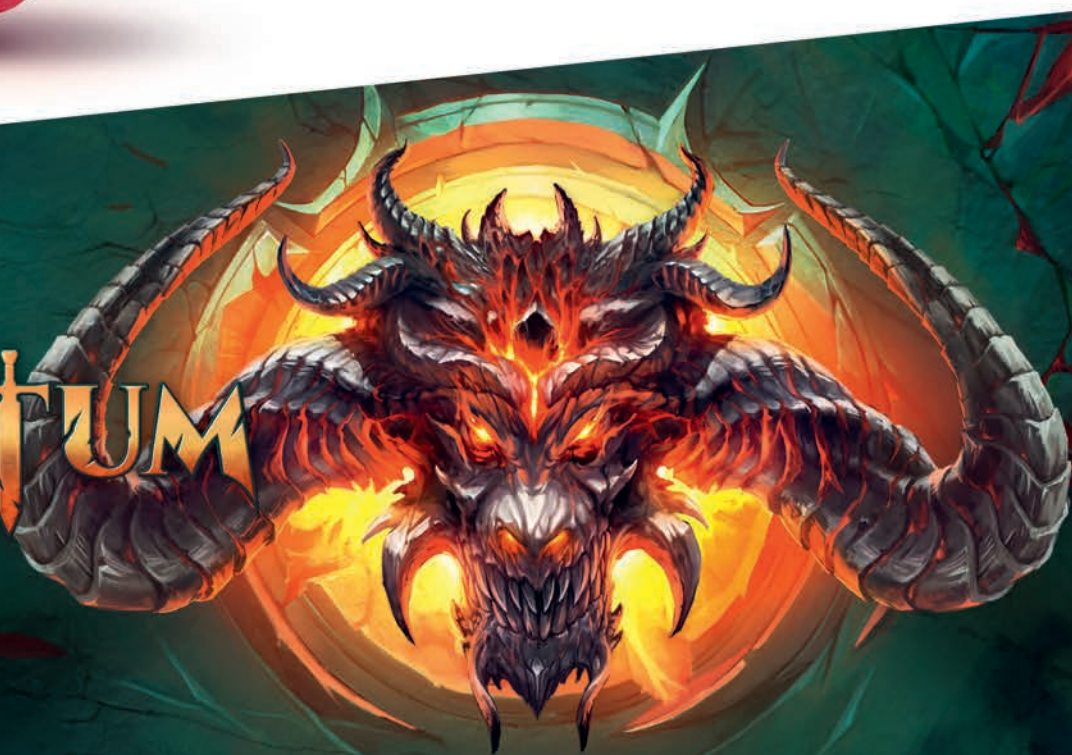


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THE DEADLIES

A "LESS THAN INNOCENT" CARD GAME FOR 3-5 DEVIOUS SOULS



THE DEADLIES

SND 0070 \$14.99 | Available March 2020 !

The Seven Deadly Sins have never been more adorable, nor nearly as enjoyable, than as presented in Smirk and Dagger's upcoming card game, *The Deadlies*. GREED, PRIDE, WRATH... they're all here, humorously depicted as a hoarding octopus, an 'all too full of himself' unicorn and a pissed off bunny with major anger issues, respectively. The game, by Paul Saxberg, is a very approachable, highly interactive card game that teaches easily to any audience, plays in just 30 minutes and is portable enough to take anywhere.

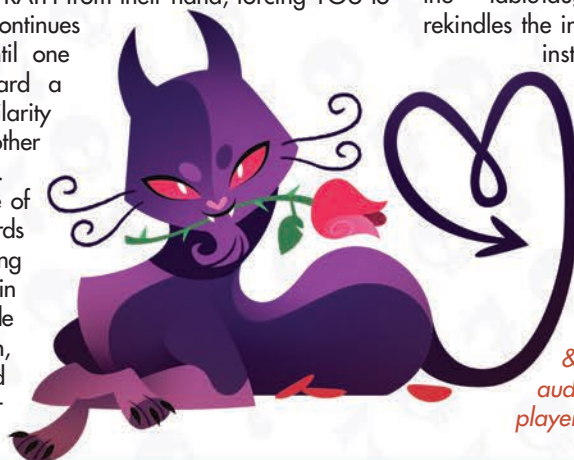
The goal is simple: Play as many cards as you can each turn, trying to empty your hand of "The Deadlies" as quickly as possible, while at the same time preventing your opponents from doing the same. Naturally, each of the deadly suits has an appropriately themed ability befitting their nature, which either presents a risky opportunity for you... or a light-hearted 'poke in the eye' for your opponent, loading their hand with more cards.

Each time you successfully empty your hand (and manage to keep it empty until the end of the turn), your new starting hand will be two cards smaller than the previous time, as tracked by your Wickedness token. For example, at the beginning of the game everyone starts with a hand of six cards. As soon as you empty your hand, you rotate your Wickedness token down to four and immediately draw 4 cards. Empty your hand three times, and you WIN!

Playing multiple cards on your turn is key. On your turn, you can play any number of cards of the same suit, or any amount of cards bearing the same number. You can also play a straight of any length, from 0-8, even if it is only a two-card run. In any case, it is always the top-most card played that activates its ability and this is where the fun of the game is really found.

For example, WRATH commands you to choose another player and force them to draw 2 cards from the deck. However, after drawing cards, they may immediately discard a WRATH from their hand, forcing YOU to draw 2 cards. And this chain continues between the two players until one player can no longer discard a WRATH, or chooses not to. Hilarity ensues as you watch two other players get in over their heads.

ENVY is similarly evocative of theme. First, you must draw 2 cards from the deck. Then, after doing so, if you have no ENVY cards in your hand, you may opt to trade hands with any other player. Oh, the ire it raises to steal a one card hand, only to replace it with your 12-card mess!



But my favorite application of theme is LUST, perhaps the most challenging of the seven to address. Pictured as a grinning tomcat, curling his forked tail into the shape of a heart, the suit's ability is wonderfully consensual. First you pick a partner. Then, *they* choose... A: Nothing else happens. B: You may both discard a card from your hand. When revealed at the same time, if either player discarded a LUST, their partner must draw 3 cards. Not only is it a fun effect to see

play out, either to your mutual benefit or demise, but it is handled with such thematic grace. Kudos!

These well-themed abilities are accentuated by the amazing illustrations of Leah Fuhrman. Edgy and cute, these lil' animals of evil are perfectly matched to their namesakes and draw people to the table. The style has the same cool-factor one gets when looking at Designer Toy lines like tokidoki or kidrobot and here work to assure, adorable as they are, that this game is still primarily aimed at you and me (though kids and families are sure to enjoy it as well).

The box PRIDEFULLY boasts that you'll "Have Yourself a Hell of a Time." And it delivers, again and again. It is a fairly simple card game, mind you, but one that will have the table laughing and vowing vengeance on nearly every play. It rekindles the infamous reputation of Smirk & Dagger Games as an instigator of backstabby gaming goodness and brings it to a roaring flame. Paired with a very attractive price point and punchy artwork, *The Deadlies* will be an enticing impulse purchase for Game Gluttons and Envious On-lookers everywhere.

...

Curt Covert is the owner of Smirk & Dagger Games. A sixteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. His new line, Smirk & Laughter, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



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THE NARRATIVE TABLETOP JOURNEY

FALLOUT: WASTELAND WARFARE - TWO PLAYER STARTER

MUH 051235 \$79.99 | Available Now!

With the rise of co-op miniatures board games gaming groups everywhere have been enjoying the fruits of joint dungeon crawls, battles for survival and adventures across strange lands. Matt Leacock's *Pandemic* and later, *Thunderbirds*, launched many people's co-operative experiences and the challenging mix of global adventure and teamwork triggered something in gamers and games designers alike. The idea of players being on the same side isn't all that new to the tabletop world though, games like *Heroquest* had us competing against a dungeon lord in simplistic board game versions of our favourite fantasy roleplaying game. However, they all required one player to control the forces of darkness and being able to step away from the gamemaster's one versus many role for some was clearly a big draw. Games like *Zombicide*, *Gloomhaven*, and *Shadows of Brimstone*, and many others are letting people just play the heroes without the need for a 'GM' style role. There is clearly sufficient demand in co-op play that FFG has warranted the investment to create the digital apps that run the evil enemies in games like *Imperial Assault* and *Lord of the Rings: Journeys in Middle-earth*.

Perhaps it's due to the rising numbers of new players in the tabletop market that we're seeing this surge in co-op games? What if what we're actually seeing is a desire not to have to play versus new gaming friends, but instead play together without the adversarial experience that can so often put new players off. Certainly, the sophistication of AI mechanics in co-op games has really increased the enjoyment of playing against the game. However, I can see a growing desire to tell a story together, perhaps an experience that isn't so easily created in playing in a competitive game where you're more focused on winning than 'experiencing' or shall we say, telling a story?



But what is narrative? Some of you may remember in the late 90's when everything was "multimedia" the magic word that promised so much and delivered very little. "Narrative" is a bit of a magic word being bandied about at the moment.

I used to work in street fashion and what you learned over the years was to absorb the trends that filtered through art exhibitions, street graffiti, video games, music culture, couture fashion etc. Whether it was colours, graphics, or styles of garment you learned



MODIPHIUS
ENTERTAINMENT

to pick up on trends that would make an impact on the high street a year or so later. The goal was to be there first with your range, a wonderful mix of what you absorbed, hitting just at the right moment. As I've soaked up the world of wargaming over the last few years from a professional standpoint I've seen a growing trend of people wanting to see some kind of narrative in the game, not just a battle and with that has come the desire to play together.

Now co-op wargaming is emerging in the miniatures industry but it takes much more effort. Where a boardgame can more easily codify the AI of an enemy force, it takes a lot more to create a satisfactory AI experience on a wargame table where there is no grid to easily regulate movement.

But ok so we're playing together, what does narrative actually mean then? Plenty of wargames offer a narrative experience, we're fighting this battle to hold the line, to recapture the castle, and so on. Historical wargames have long been the home of a form of narrative, whereby you refight a specific battle to see if things could turn out differently and this only uses the historical forces not a point balanced pair of armies. But is a 'narrative' game really only about 'the why' this battle is taking place? What if a narrative game teased you to





explore the game's environment and discover a storyline that was not conducive to winning the game but would help your on-going campaign. What if there was a completely different course of action discovered during gameplay to "winning" the game. What if new key storylines important to all players was discovered in-game?

Many board games now use books of choose-your-own path storylines that are integrated into the gameplay. What if your own and other miniatures had their own storylines in such a book that you could follow? These might unlock even cooler storylines and scenarios? Creative players can of course easily imagine a narrative unfolding. I played many games as a kid where I imagined the poor fantasy militia and few heroes bravely holding the village whilst waiting for reinforcements against the dark army, but not everyone imagines things in the same way. You see, if imagination was enough



for most people, I think we'd still be making machine gun sounds and knocking over plastic soldiers. Us gamers like and need rules and a framework, not too many, not too little, but we want to know what our armies can and can't do, and that gives structure for when we come to play together. So, providing a framework for how the narrative should unfold is potentially as important as providing rules for movement, ranged combat and charging. I think it's quite possible we'll see a growing range of clever tools that introduce the idea of an emerging narrative into your games. This isn't going to stop you lining up your dudes and rolling dice, but for those of you who want to know what happens if your pilot discovers the truth about his family in the ruined base, or want to see the result of saving the village in the next game, or discover the reason the Black Knight is actually fighting you, and maybe convince her to stop I think you're in for a treat over the coming months as companies explore this new direction.



We've also been applying ourselves to this challenge at Modiphius with the narrative-driven *Fallout: Wasteland Warfare* game (based on the massive Bethesda video game franchise) which can be played versus, solo or co-op and features a lot of systems that encourage storytelling in the game. We've only scratched the surface with what is possible though and are already planning a range of expansions that will try to push some of those boundaries ourselves under the banner of Adventure Wargaming. I actually can't wait to see what everyone else comes up with as I think there are so many stories we can tell on the tabletop together.

...

Chris Birch is the founder and CCO of Modiphius Entertainment and previously creative director of fashion label Joystick Junkies. He lives with his wife and business partner Rita in London, where they are being trained to supply nuts to their squirrel overlords



LOCALIZATION:

BRINGING JAPANESE GAMES TO THE WESTERN WORLD

ERIC PRICE, PRESIDENT OF JAPANIME GAMES.

Japanese board games are a growing market. Reviewers and major publishers are taking notice, some even traveling to Tokyo Game Market. Japanime Games is proud to be at the front of this wave. We are dedicated to localizing the finest games from Japan for a wider audience. Localization is the process of converting a game from its original language (Japanese) to the local language (English). Our first localization, *Tanto Cuore*, is now in its 11th year — with a 10th Anniversary Edition on the way.

January 2020, Japanime Games is releasing a new game entitled *Core Connection: Rise Of Atlantis* by Japanese design team Keepdry. *Core Connection* is a “mech-building” (deck-building) card game for 2-4 players where you take on the role of a pilot of a Resonant, a giant mecha, fighting to free society from the tyrannical reign of its oppressors! In this game, you will pilot your Resonant with unique tactics and upgrade it with enhancements to defeat the army of Atlantis.

Ken Rose, part of the Keepdry, is also integral to Japanime Games; he works as one of our translators and correspondents in Tokyo. Ken translated this game into English. At Gen Con 2019 he was a featured guest at our booth, and part of several panels hosted by Japanime Games.

The process of translating Japanese games for the American market can present many unique challenges. While the game is already complete and only needs translating, the process of doing this requires many unique steps.

First, we must ensure the game is right for the western audience. Some of our games are based on extremely popular Japanese anime IPs (intellectual properties). Other games, such as *Heart of Crown* or *Core Connection*, have a rich backstory that feels like they are based on an IP, but that story was created for the game, by the designers.

Second, we begin to translate the game. Cards, boards, tokens, the box art, the rulebook — almost everything requires work. The major challenge here is to ensure rules are translated correctly. We rigorously check translations to ensure it all makes sense. Sometimes this requires extensive play-testing. It’s an exciting and often stressful task, knowing that many of our players are fluent Japanese speakers who may catch something we might have missed.

Once our work is completed, there is a final challenge: APPROVAL. Japanese game companies are very protective of the IPs and the art associated with them, justifiably so. There are strict rules we are required to follow with many of our titles. Sometimes we may want to change the layout of a card but restrictions on how the art is presented don’t allow this — so it’s simply a matter of doing the best within the box we are placed in. But to be honest, that’s part of the fun.

All this hard work allows us to bring games like *Core Connection* to the western world (and up to 8 other languages in some cases). That, for us, is worth it.



Core Connection (GGD JPG132)
is in stores January 2020.
Expansion this Spring.



Available January 2020



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SEARCHING FOR SIMILARITIES

SIMILO: FABLES

LUM HG026 \$9.99 | Available December 2019!

Similo: Fables is a cooperative deduction card game from Horrible Guild which plays with two or more players. How do you play? Excellent question. The rules are stunningly easy. Here we go.

First, the group must elect a **clue-giver**. Got one? Great.

Clue-giver, *I am now talking to you*. I need you to **draw a card from the 30-card deck**. Look at that character. That's the character you need the rest of your team to guess. Remember that card? Good. Place it face down on the table.

Now, deal eleven more cards onto your initial card and shuffle those twelve cards together. When you're ready, place those dozen cards **face-up on the table in a four-by-three grid**. Do you see your secret character alongside eleven other randos? Excellent. You're doing great. If you could, please draw five cards off the top of the remaining deck. Keep those hidden. I'll be right back.

Alright, clue guessers! Back to you. So, **your goal is to find the secret character** by correctly interpreting what the clue-giver tells you. You've got five rounds to eliminate eleven characters and find the secret one. Cool? Cool. That's setup taken care of. Now to get down to brass tacks.

Clue-giver, the five cards in your hand, which are more characters from the deck, are the potential clues you have available. Let me explain.

During a round, you're going to play a card onto the table. **You can either play your card portrait-style or landscape-style**. If you play your card portrait-style, you're telling the rest of the team that your secret character is **similar in some way** to the card you just played. **EXAMPLE TIME**. You select Snow White, and you play her card portrait-style. What you're saying is that **MAYBE** we're looking for a girl. Or a child. Or a dark-haired character. Or a hero. Or a... well, you get it. You're telling us *something*.

If, however, you play your card landscape-style, you're saying that your card is **dissimilar** in some way. **SAME EXAMPLE, NEW TWIST**. You select Snow White but play her card landscape-style.



SIMILO: HISTORY

LUM HG027 \$9.99 | Available December 2019

Maybe now we're looking for a boy. Maybe an older character. Maybe a villain. The guessers will discuss, debate, and decide. Once they've decided, it's time to flip.

What are your goals while flipping? Well, since the overall goal is to leave the secret character face-up, **you'll flip over a card you think is not at all the secret character**. So,

the clue-giver tells you Snow White is similar to their secret character? Okay, well, maybe we're safe to flip the Cheshire Cat. Or maybe The Tin Man. Flip over a card to eliminate that character, then look to the clue-giver. If they nod stoically, silently approving of your tough choice, then you have not eliminated the secret character, and you may continue. *Well done, team*. If, instead, the clue-giver looks up at you woefully, a single dramatic tear emerging from the corner of their eye and rolling down their cheek, well, you've eliminated the secret character and everyone loses.

Let's try again, shall we?

So, you've now completed Round 1 of *Similo*! Good stuff. Round 2, 3, and 4 are similar. Clue-giver, you'll draw a card so you have a hand of five, and then you'll play a new clue. But guessers [*drama intensifies*], **you must eliminate 2, then 3, then 4 cards after the 2nd, 3rd, and 4th clues**. Meaning, at the beginning of the fifth and final round, there will be two characters left face-up.

Clue-giver, choose your clue carefully.

Guessers, interpret their clue carefully.

If you correctly flip over a card, leaving only the secret character face-up, y'all win! Woooo!

That's the game! Straight-forward, no? You just have to follow the clues to the secret character!

...

Similo: Fables is the latest game from Horrible Guild, along with its companion title *Similo: History*! They both retail for \$9.99 USD each, and you can find them at your Friendly Local Game Store of choice this December!

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EPISODE #19 - HIGHLIGHTING: DRYBRUSHING

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

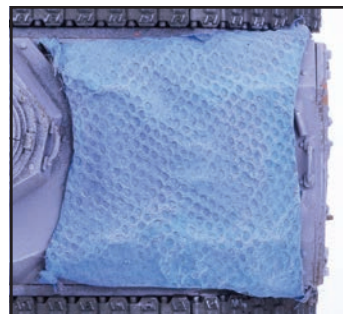
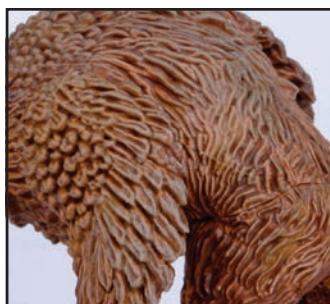
HIGHLIGHTING TEXTURE

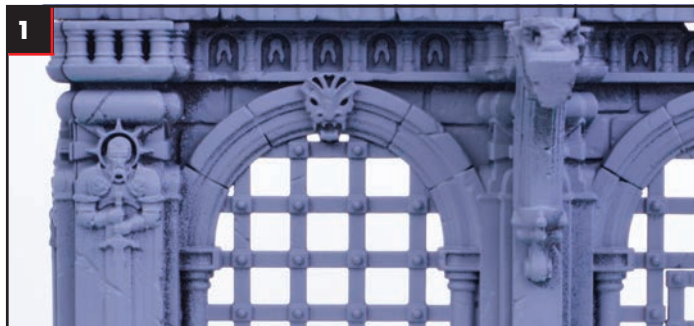
Last month we looked at perhaps the most common type of highlighting — layering. While layering provides a very controlled result, it can be a little time-consuming, particularly when working with areas that are heavily textured, like fur, feathers, and armor. Drybrushing can leave a slightly dusty/gritty texture behind, so we wouldn't recommend it for surfaces you might want to keep very smooth, like skin and large flat surfaces.

Just like layering, drybrushing is about starting with the darkest color and working up to lighter tones. The essence of drybrushing is in the name of the technique, your brush will be "dry" when you are using it. The first step is to pick out a brush that has a broad head (such as the one pictured to the right) and dip the tip into the paint of choice. Then you can use a piece of paper, cardboard, or paper towel and gently brush off most of the base color, leaving your brush almost dry. The final step is to lightly sweep your brush back and forth across the surface you are highlighting so that your brush catches any raised edges.

When you are using the technique, there are a few things to look out for, including: streaking (too much paint left on your brush), not picking up the texture (try brushing across the texture, rather than with it), and a dusty appearance (the paint has already dried on the brush). Sometimes you'll want to see these effects, others you won't.

The four examples here use drybrushing to great advantage to highlight each model, from the feathers/fur on the Owlbear, to the canvas tarpaulin on the vehicle.

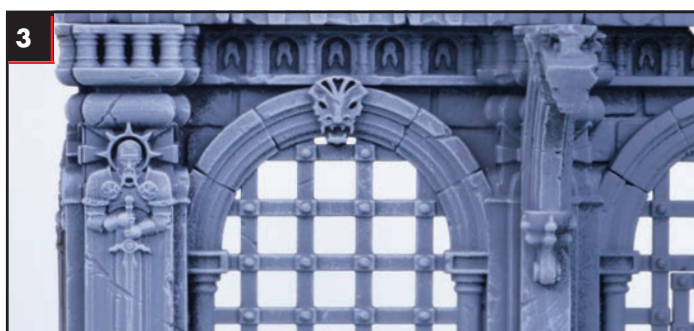




This Warcy terrain piece was primed with The Army Painter Uniform Grey spray.



The stonework was drybrushed with Vallejo Model Color Light Grey.



The stonework was then drybrushed with Vallejo Model Color White, catching the tight texture and detail well.



This Lannister Guardsman has been primed black and then drybrushed with Vallejo Game Color Tinny Tin.



The armor was then drybrushed with The Army Painter Gun Metal. Note the slightly grainy texture that the armor now has.



Finally, the armor was lightly drybrushed with Vallejo Model Air Aluminium, giving a great pop to the silver look.

ADDING TO THE DEPTH

Of course, you don't have to stop at your final drybrushing stage. You can take things further, particularly if you started with a fairly light basecoat. To help accentuate the texture of this terrain, I added a thinned wash of Citadel Agrax Earthshade to the shadows.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



THE QUACKS OF QUEDLINBURG (NSG 860)

From North Star Games, reviewed by Eric Steiger

 10 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$54.99

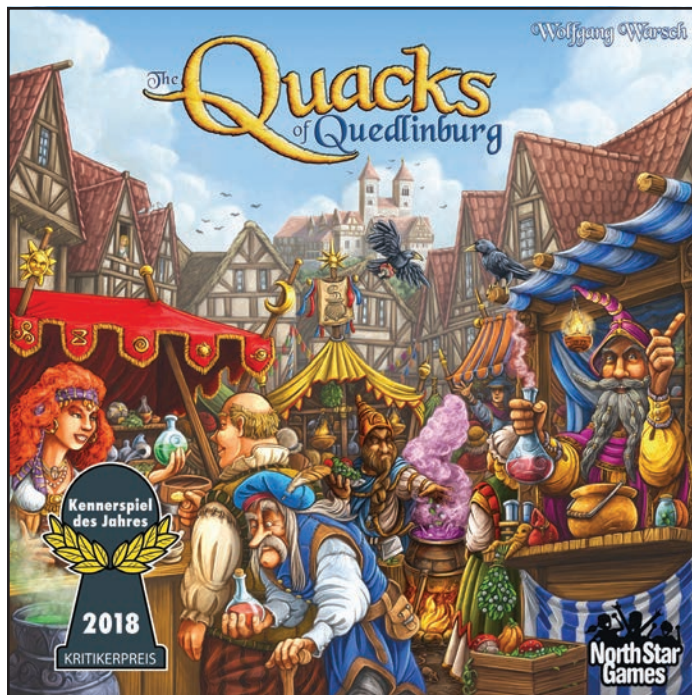
There is a certain stigma attached to the coveted *Spiel des Jahres* award. While it is indubitably a mark of quality and achievement, and guarantees hundreds of thousands of sales, even the Kennerspiel (strategy game) class is known for emphasizing “accessibility” over deeper strategy, and approachability is often considered a more important element of the award than innovation. Which is why it’s so great to come across a winner that has both. I can play *Quacks* with gamer and non-gamer friends alike, and be guaranteed a good time with either group.

Quacks is a push-your-luck game in which each player strives to create, in each of the 9 rounds, not the most effective or efficient potion, but simply the biggest; your goal is to add as many ingredients as possible without your potion exploding in your face. You begin the game with a bag of 9 ingredient chips: 1 pumpkin, 1 spider, and 7 cherry bombs (4 1-point, 2 2-point, and 1 3-point). You remove ingredients from your bag and place them on your board one at a time, trying not to go bust by exceeding 7 points worth of cherry bombs in your cauldron. The more of your board you manage to fill up before you do, the more victory points you score, and the more bubbles you have to spend on better ingredient chips at the end of the round. But fortunately, even if you do go bust, you aren’t completely knocked out of the round – you simply have to choose between scoring VPs, or spending bubbles on more chips. Especially in the early rounds where the scoring stakes are low, the loss of 1-2 VP from going bust isn’t a gamebreaker.



The ingredients you add to your bag over the course of the game don’t just take up space, though. They each have a special ability when drawn, such as the crow skulls that let you pull additional chips from your bag, and either place one or put them all back; the spiders that give you a bonus if they are the last or 2nd last chip placed in your potion; or the mandrakes that let you put back a cherry bomb if it was the previous chip you placed. Even the pumpkins, while not doing anything on their own, can combine with mushrooms to fill up more space in your cauldron than they otherwise would.

Additionally, advancing the farthest without going bust each round earns you a bonus die roll, with rewards ranging from a free pumpkin chip, to bonus VPs, to advancing your starting space on your potion board. Furthermore, you can earn rubies which can be spent to either advance your starting position or recover your neutralizer potion if you needed it to save you from some early bad luck.



Finally, the game includes one of the best “catch-up” mechanics I’ve seen in a long time. The scoring track contains rats at several spaces with their tails serving as waypoints along the track. At the beginning of each round, you count the number of rat tails between your score and the current leader’s, and that amount is your handicap for the round, starting you further along your potion board. This allows for real comeback potential, and losing early so that you can win later is a 100% valid strategy.

The powers of each kind of chip are shown on a reference card, of which almost all are double-sided, and in many cases, there is another one besides, each with different powers for that chip. This allows for significant variable replayability, with multiple different chip powers to choose from at the beginning of the game. As of this writing, the first expansion is about to release in the United States, allowing a 5th player as well as a host of new chips.

Quacks is a pure push-your-luck style game, with minimal interaction between the players. However, your opponents’ chip choices and level of aggression in pushing their own luck will influence yours, as you try to decide whether it’s worth it to try for the bonus die roll, as well as certain chips that you will be comparing to your neighbors. Additionally, your frustration with your pulls will be an endless source of amusement to your neighbors, as will theirs for you. Your first game will probably take about 90 minutes, but subsequent ones will likely be under an hour. And there will definitely be subsequent games, as you see new strategies unfold and decide on how you want to build your bag of ingredients for next time.

...

Eric is your friend, and friends wouldn't let you play bad games.



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30 Minutes

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PLAYROOM



IMHOTEP: THE DUEL (TAK 694272)

From Thames & Kosmos, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



	2 Players		10 & Up
	30 Minutes		\$19.95

Kosmos has a lot of great two-player games, and this one is no exception! *Imhotep: The Duel* is a two-player version of their game *Imhotep*, which is for 2-4 players. We have now played both, and have to say that either one plays well for two players. Nevertheless, *The Duel* is more compact and plays a bit quicker. In both games, you are a builder in ancient Egypt creating fabulous monuments like pyramids, temples, burial chambers, and obelisks — and gaining points for doing so. Whoever has the most points at the end of the game wins!

In the original *Imhotep*, you are in a battle to get stones (of your color to build with) onto a ship, and then get that ship to the area you want to place them before your opponent does. So, you are both building in a specific area and hoping to do a better job. In *Imhotep the Duel*, the big differences are that the items are already on ships, and you are battling your opponent to collect the items you need to bring them to an area that is individually yours. Even though the build concept is the same, the play is a bit different to get there. For this review, we will concentrate on "Imhotep The Duel" but recommend that you try them both!

SETUP

Each player receives 4 meeples in either black or white, and four site boards each that represent the temple, obelisk, pyramid and tomb. There is a 3x3 harbor board that is placed between the players which has 6 boats in the harbor. 60 cargo tokens are shuffled and put in a face-down draw pile, and then three face-up tokens are placed in the six boats to start the game. Three more are put face down in a reserve pile on the board. You are ready to duel!

GAME PLAY

Play is straightforward to learn and goes very quick! Each player on their turn takes one action:

1. Place one of their meeples on one of the 6 spaces on the empty harbor board. The goal is to capture the cargo that is in the boat either horizontally or vertically in that area.
2. Unload the boat. This can only happen if there are at least 2 meeples in a row or column for that boat. When this action is taken, all the meeples are removed from that area. The players then receive what is in the cargo boat based on their position. If there is no meeple in a spot, the corresponding piece of cargo is removed from the game. The player then reloads the boat with three new cargo tokens. If they cannot do that, that entire boat is removed from the game. Game end is triggered when the second to last boat is taken out of the game. When you get cargo, you use them in different ways:
 - a. Obelisk tokens are put in your Obelisk. You get one point for each in your Obelisk at the end of game, and an additional 6 points if you have the largest one.
 - b. Temple tokens are placed face down in a stack on the temple board. Each temple token has circle symbols. At the end of game, you get a point for each circle symbol.
 - c. Pyramid tokens are placed on the corresponding colored pyramid on your board. Depending on how big your pyramid is, you get a certain amount of points.



For example, if you used 6 tokens in your pyramid, you get 21 points!

- d. Tomb tokens are placed in the tomb by their number. The numbers are significant because at the end of the game, you get points for *connected* tokens (sequential numbers). So, the more tokens you have connected, the more points you will receive.
 - e. Action tokens are kept and can be played on a future turn.
3. Play an action token. If you have acquired an action token, you can play it. Action tokens may allow you to take a piece of cargo automatically (replacing it with the reserve pile), place multiple meeples, and other cool things to help you out!

When the second to last boat is taken out of the game, the game is over, and you count up your points! Whoever has the most wins!

As mentioned above, we feel both *Imhotep* and *Imhotep The Duel* works well for two players, and both are equally fun to play. If you are looking for a more compact, quicker version, go with *The Duel* for sure!

Please check our website and YouTube page for more great game reviews for 2 players!



Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



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CORE SET \$59.95



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CLIP CUT PARKS (RGS 02047)

From Renegade Game Studios, reviewed by John and Issac Kaufeld

 8 & Up	 1 - 4 Players
 30 Minutes	 \$25.00

The city needs more parks, and it's up to you to build them. So grab your trusty scissors and start cutting your way to recreational success in *Clip Cut Parks*, a new title from Renegade Game Systems.

Wait just a minute... scissors and cutting? Yes, scissors and cutting. And colorful sheets of paper. And cards and dice (but you don't cut either of those).

Clip Cut Parks breaks new gaming ground by turning the popular "roll and write" genre into "roll and cut." It kicks the genre's planning and strategy up a few notches, and delivers a fascinating and challenging experience for families and friends.

Here are the top five things you need to know about *Clip Cut Parks* so that you can get clipping.

UNIQUE PARK PAGES

The game seats two to four players, each with their own colorful scissors and a page of squares to cut out and place in their parks. The pad of park pages contains four designs organized into a repeating order so that no sheets get duplicated in a game.

Each sheet contains 63 squares that show colored park features like tents, water, trees and play areas, plus icons for recycling and wildlife features. Both the colors and icons become important when completing park cards (more about those soon).

ROLLING THE CUTTING DIE

Every round starts with the first player rolling a custom die with faces showing things like four 1s, two 2s, a single 4, and so on. Each number on the face represents one cut of that many squares, so the face with two 2s means "make two cuts that are each two squares long."

You can only make the exact combination of cuts shown on the die; no more, no less. You can't combine shorter cuts into a single longer cut on the same round, although you can add to a cut that you made earlier in the game.

SCISSOR SKILLS

Wielding your scissors and cutting the park page is the most challenging thing in the game.

As you cut the page, pieces will fall free. You'll use these to complete your park cards. Once a piece falls out, it's done; that's its final shape. You can't cut it any more, even if you have cuts left from the die roll.

That's why you need to pay close attention to your cuts, especially later in the game when your page has lots of slices. It's easy to get focused on trimming out a particular combination only to discover that some other pieces are unexpectedly fluttering to the table.

PIECING YOUR PARKS

The goal of the game is to complete your five park cards before your opponents complete theirs.

To do that, you place the pieces that you cut from your park page onto the appropriate spots or sections on the cards, matching them by color and icon. Sometimes you also match by shape, because some cards need several squares connected in a certain pattern.

If you can't immediately play a piece that fell out of your sheet, then you crumple it and put it nearby in case you need a tie-breaker at the end of the game. If you and an opponent finish your last park



card on the same turn, then the winner is the player with the fewest crumpled pieces.

Completing a park card often gives you a bonus, such as an extra cut or a token that lets you ignore one color or icon requirement during a play. Use your bonuses wisely, because they can often make or break a game.

GO CO-OP FOR YOUNGER PLAYERS

One caveat for parents with younger kids: *Clip Cut Parks* has a lot of interconnected things happening every turn, so even though the box says it's for ages eight and up, playing this with kids under 12 takes care and extra attention.

Partner with your child for the first few games and treat this like a cooperative title instead of a competitive one. Start by playing together through a handful of cards so they can practice the strategy of rolling, examining, cutting, and placing. Be extra patient, because picking up this game may take some time.

VERDICT

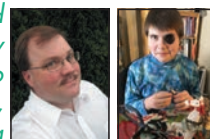
Renegade gets a lot of credit for creating an entirely new kind of game experience. Somehow they transmuted dice, cards, paper, and scissors into a spatial problem solving game that plays like nothing we ever saw before.

We taught the game to people from grandparents to teens, and every round was a blast. Thanks to the random combinations of die rolls, cards, pages, and player creativity, every game offers a very different challenge. And if you want to really test your skills, add the Grand Parks cards to your deck and watch the difficulty go up.

Younger kids can definitely learn the game, provided parents introduce it with plenty of patience. Even though your child probably loves and skillfully plays other strategy games, the combination of elements in *Clip Cut Parks* demands a different level of thinking. Older kids will be fine, but go slow and easy with the under-12 set.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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RAMEN FURY (ASM RAO 1EN)

From Asmodee Editions, reviewed by Brian Herman

 8 & Up	 2 - 5 Players
 30 Minutes	 \$9.99

I've always been told "you can't judge a book by its cover," which is true. Content matters more than appearance in the long term, I've always thought. I've have wondered, however, what something would look like if it had a great cover -AND- great content. I'm happy to say that *Ramen Fury* manages to straddle this line; the packaging is both adorable and just as fun as the quick pick-up game inside.

First, the packaging. The exterior of *Ramen Fury* looks just like a package of ramen, a rectangular red bag with a "cut here" line across one side. In fact, I originally thought I was supposed to throw away the bag when I opened it but as it turned out there's a resealable zipper just under the open side to put everything back in when you are done. Inside is a square box holding the game content that's been printed to look exactly like a dehydrated square of ramen noodles. In fact, the first time I opened the game and saw this I started laughing at the commitment to the theme. Inside the box is the set of rules, a punch out cardboard tray containing spoons (more on that later), and the cards for the game.

This is where the fun begins.

Setup is quite simple: each player is given 3 "bowl" cards with a full bowl of ramen printed on one side, and an empty bowl on the other, which are placed full-side up, and 2 cardboard spoons. The main deck – full of different ingredients – is shuffled and placed within reach of all players, and then a "pantry" is created by laying out the top 4 cards face up for all players to see. Finally, each player is given 4 ingredient cards to make up his/her hand. The goal of the game for each player is to be the first to make 3 delicious bowls of ramen from the ingredients in the pantry and eat them. The more delicious each bowl is, the more points it is worth at the end of the game.

Gameplay is elegantly simple. The ingredient deck and pantry consist of cards to represent flavor packets as well as individual toppings (like various meats and veggies) for your ramen. To make a bowl of ramen worthy of winning the game, it needs to have both a single flavor packet and compatible ingredients. Each flavor packet card has its own goal that will reward points for certain combinations of ingredients made up of different types of protein/vegetables.



cards are played atop each other overlapping with the most recently played ingredient most visible in any given stack.

During each player's turn, they get 2 actions which can be chosen from the following list: 1) Place a card from his/her hand into a bowl, 2) Draw a card from the top of the deck, or take one card from the pantry and replace, 3) Discard all the cards in the pantry and replace them all, 4) Eat a completed bowl and flip both the ingredients and the bowl to the empty side for end of game scoring, 5) Remove all ingredients from his/her own bowl to start over, or 6) Spend a spoon token to scoop the topmost ingredient from an uneaten bowl and place it into his/her hand.

Where it gets tricky are two ingredient cards: Chili Peppers and Nori Garnish. Each bowl only has 5 available "slots" that can be used to score their ramen, so space is at a premium. A player with either one of these in their hand can place them for free in another player's bowl. While Nori Garnish is worth 1 point in any bowl, Chili Peppers are worth -1 points for each placed within that bowl, and *both* take up precious room. Not only that, but the first time during each player's turn that either of these shows up in the pantry, they can immediately be placed for free in another player's bowl as well!

The fast-paced play and "screw your neighbor" mechanics aside, I've had a lot of fun with *Ramen Fury* and my fondness for this game and how cute it is has only increased while preparing this review. I would definitely recommend *Ramen Fury* for all age/game groups for its beautiful combination of function and form, which is both a delight to look at on the shelf as well as to play.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



Ex: the flavor packet card "Chicken Flavor" rewards a bowl 6 points for having any matching pair of ingredients or 10 points for 3 of a kind (any), but "Soy Sauce" flavor rewards a bowl differing point values for each unique vegetable played on that bowl. Ingredient

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MARVEL: CRISIS PROTOCOL - CORE SET (ASM CPO1EN)

From Asmodee Editions, reviewed by Thomas Riccardi

 14 & Up	 2 Players
 45 Minutes	 \$99.95

For many people living in Marvel Comics' Manhattan, seeing superheroes clash against their evil counterparts can be a daily occurrence. On any given day, you may see Spiderman battle against the nefarious Doctor Octopus or Captain America fighting the Red Skull. What if you were in control of the world's mightiest heroes? Would you be able to stem the tide of evil or would you succumb to it? Welcome to the world of *Marvel: Crisis Protocol*, a new tabletop miniatures game, the latest game to be offered from Asmodee and Atomic Mass Games.

This core set is packed full of everything you need to play the game, whether it is on the streets of the city or in a secret underground Hydra base. Character cards include the stats, abilities, and superpowers for their corresponding hero or villain miniatures. There are also Team Tactics cards that are usable throughout the game as well as Map cards for setup and Crisis Cards to establish the scenario you will be playing during your game. Also included are 170 tokens which identify objectives, damage, civilians, etc. as well as movement and range tools that will assist in playing the game.

The stars of this boxed set, however, are the 10 miniatures inside, from Spider-Man and Captain Marvel, to Crossbones and Baron Zemo. Each requires some assembly but are extremely detailed, and once assembled every miniature stands out on its own and can be played either as-is or painted. There are also nine pieces of terrain to help spruce up the battlefield, from small objects such as light poles and traffic lights to bigger ones such as cars, dumpsters and even a newsstand with the Daily Bugle logo!

Setting up the game first starts with establishing who is the player with Priority and this is determined by high roll. Once that is resolved, two Crisis Cards are played, and the battlefield is set up.

The game is split into three phases per round and they are:

Power Phase: Each of the characters gains one power, which can be used for more powerful attacks (a character can gain up to 10 power). A player also resolves any player and Crisis Card effects during this phase, beginning with the player who has priority.

Activation Phase: First resolve any player and crisis card effects starting with the player who has priority. Then each player will alternate actions with their heroes or villains on the battlefield and this goes on until everyone has either taken an action or passed.

Actions can be: moving your character, attacking, using superpowers, or "shaking off" a special condition. Then resolve any conditions that happen at the end of the activation phase.

Cleanup Phase: Score victory points (VP's) from Crisis Cards and mark these on the tracker (you need to attain 16 VP to win, or the person with the most VP's by round 6 wins). You will also resolve player and crisis effects, remove activated tokens from characters and



anyone with a dazed token flips their character card to injured. The player who had the priority token passes it to the next player and the round token is moved to the next round.

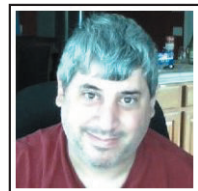
Combat is resolved by first checking to see if the characters are in range and line of sight. Next you pay power for the attack as needed and create an attack pool as your target creates a defense pool. Each player rolls their dice and compares results rolling additional dice for critical rolls. Then the results are compared and if the attackers roll is greater the model suffers damage and if it exceeds their stamina stat it has been dazed (or knocked out if injured).

If your favorite hero or villain isn't included in the boxed set don't worry — there are plans to release more iconic Marvel characters. From the menacing Hulk to the god of thunder, Thor and his battle companion Valkyrie, there are more than a few add-ons that will make this game interesting. They are even coming out with more terrain as well so you can turn your tabletop into a veritable metropolis!

If you want to translate your favorite movie and comic book moments to the tabletop then you need not look further than *Marvel: Crisis Protocol*. For more information on this and other games head over to www.asmodee.com and remember folks, Excelsior!

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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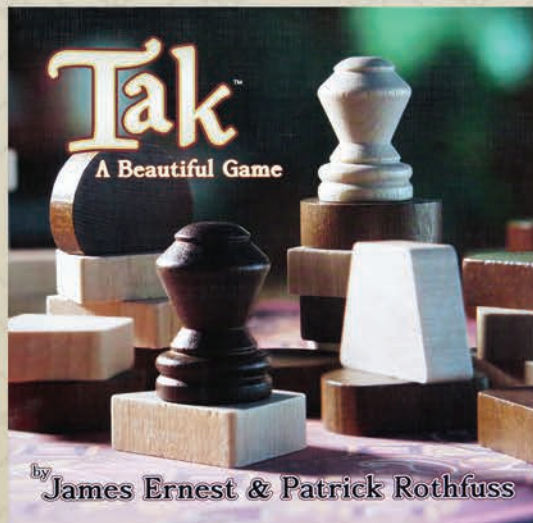
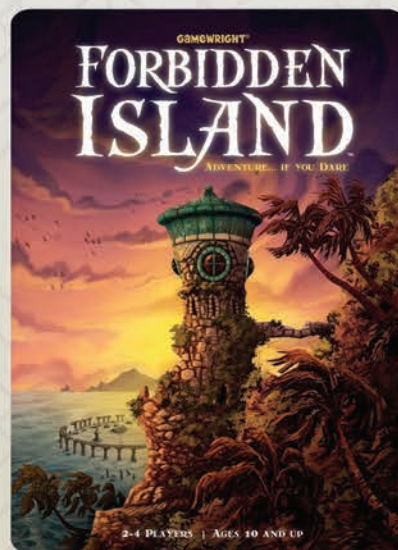
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30 min



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Happy New Year GTM Fans!

This month *Game Trade Magazine* and *Game Trade Media* are teaming up to bring you games you should definitely play if you haven't, or play again if you have!

In the spirit of the New Year, we've asked each member of our intrepid team to share a game they've recently tried for the first time and — wow! — what a list! We then ventured into the hallowed Vault of Product and found these exciting titles.

One lucky winner will receive all of the items above. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on December 29th and will close on February 3rd so don't wait! Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check our content again).

ENTER TO WIN!!!

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CONSIDER YOURSELF LEGALLY DISCLAIMED:

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. May the New Year bring you courage to break your resolutions early!

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